



HOT!
LARA CROFT
WEARS RUBBER
ANGELINA JOLIE LOOKS REALLY
GOOD IN A SCUBA SUIT



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101
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PLAYABLE
DEMOS INSIDE!
INCLUDING THE AWESOME
NBA STREET VOL. 2!



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ROLLINS
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AND YOU THOUGHT IT WAS A MYTH!

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**R: RACING
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RIDGE RACER RETURNS!

EXCLUSIVE REVIEW

SONY
UNVEILS NEW
HANDHELD
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HULK

CHEAT!

X2: WOLVERINE
NBA STREET Vol. 2
THE SIMS
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1355
RATINGS
★★★★★

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PlayStation 2



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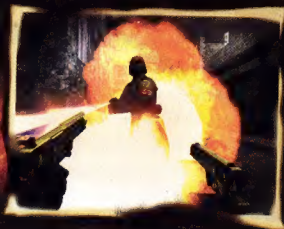
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PlayStation 2

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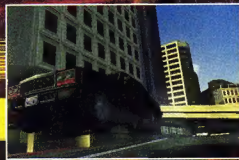
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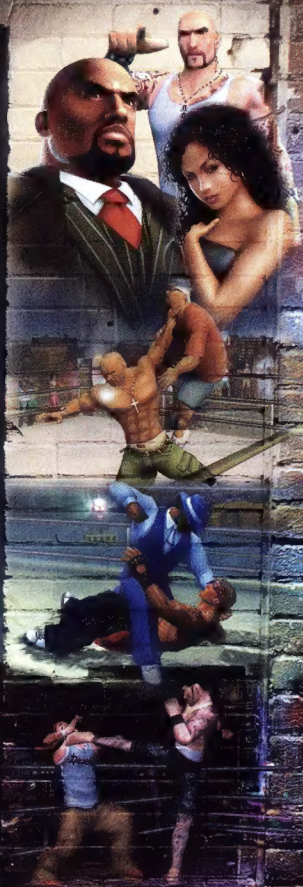
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TEEN
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Strong Language
Strong Lyrics
Suggestive Themes
Violence





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SEE AND READ IT ALL HERE

We've got just about everything!

We've got a killer issue for you this month, and I'm so pleased I'm just going to keep tooting our horn until you get bored of it. Not only do we have an exclusive review of Vivendi's *Universal's Hulk* game (which is surprisingly good), but we've also scoured the world of gaming to bring you exciting info on every huge game we can find on PS2. You'll see big exclusives on some of these appearing in other magazines, but only *Official U.S. PlayStation Magazine* has them all in one place. *Gran Turismo 4*? Got it. *Metal Gear Solid 3: Snake Eater*? Got that, too. *R. Racing Evolution* (the sequel to *Ridge Racer V*? Yep...nailed it. *Castlevania*? We have that, too! If there's ever been a good time to feel good about being a PS2 gamer, this is it. The bar has definitely been raised, and the next wave of games looks set to blow everything else away. Just look at the graphics in the new *Metal Gear*. Oh, my God.

You'll notice that something we don't have this month is a review of *Enter the Matrix*. Why? Apparently Atari didn't want to show anyone the game until the day the movie came out—and that happens after this issue goes to print. Look out for our review next month.



John Davison
Editor-in-Chief

ABOUT OUR CONTRIBUTORS

JOHN SCALZI

John writes the way most people breathe. By that we don't mean he writes without thinking; just that he writes a lot. A whole damn lot. You can get all the info on all his current projects, plus read his almost-daily column at www.scalzi.com.



ROBERT ASHLEY

So you finally convinced your folks that getting a degree in game design is worth your time and their money, thanks to this month's feature. Well, you can thank Robert, a freelance editor in Washington D.C., who wrote the story for us.



LOIS H. GRESH AND SIMON WEINBERG

Gresh and Weinberg are the co-authors of the award-winning *The Science of Superheroes*, which investigates real science in superhero comics. They hooked us up with a column for this month's feature.



PENNY ARCADE

These guys make comics that make us snort milk out of our noses. A new comic goes up every Monday, Wednesday, and Friday, which makes the site worth visiting, at the very least, three times a week. Enjoy yourselves. www.penny-arcade.com.



Videogames Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG



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Designed suitable for children 3 and older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.



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RATING
The E is placed the previous letter. Suitable for all ages. E-rated games may contain minimal violence or crude language.



TEEN
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Contains suggestive themes, mild or strong language, and simulated violence. Some games may want to supervise children. F-rated games.



MATURE
RATING
These games contain more adult themes, such as blood and gore, stronger language, and sexual themes. Deemed not suitable for those under 17.



ADULTS ONLY
RATING
The extreme of the ratings, for adults only. Packs sexual themes and violence. Console manufacturers have yet to allow an AO-rated game.

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12 GAMERS	
Ape Escape	★★★★★
Am the Lad	★★★★★
Twilight of the Chaos Legion	★★★★★
Chessmaster	★★★★★
End Dead	★★★★★
A Fistful of Dollars	★★★★★
The Hulk	★★★★★
Resident Evil: Dark Swamp Line: Armored Sawed Kings	★★★★★
Unlabeled Saga	★★★★★
Wakeboarding Unleashed	★★★★★
Fast, Furious, Furious	★★★★★

99	Air Hockey	★★★
98	Esaw Man	★★
97	N.B. 2004	★★★
96	Mobile Army	★
95	Monster Bass	★★★
94	Parody: Play	★★★

99	Air Flo EX	☆☆
99	Polymedica Class 2 CL	☆☆
99	Cellucor EX-50	☆☆



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PLAYABLES
MLB 2004
NBA Street Vol. 2
Dynasty Warriors 4
Freaky Flyers

VIDEOS
Syphon Filter: The Omega Strain
Finding Nemo
Gladius
Hunter: The Reckoning **Wayward**

INSIDE THE GAME
Downhill Domination
Tomb Raider: The Angel of Darkness
Wakeboarding Unleashed Featuring
Shaun Murray

REPLAY
Gunggrave
WWE SmackDown: Shut Your Mouth
Sly Cooper and the Thievius Raccoonus
Star Wars Clone Wars
Tiger Woods PGA Tour 2003
Terminator: Dawn of Fate
Minority Report
Grand Theft Auto: Vice City

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On Tour at ABCD CampTeaneck
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STREET

EARN YOUR CRED
ON THE COURTS OF
NBA STREET VOL. 2

Not only do you get to play the fantastic *NBA Street Vol. 2*, you also have a chance to take an early look at the first *Syphon Filter* game to hit the PS2, in a tantalizing video. And that's just the start of it. Check out these challenges for the rest of the games on the disc.



NBA STREET VOL. 2

THE REALITY
You get two out of three: School, but at a cost. Stress and no sleep. (Umm... *Stress and no sleep*?)
You get one out of two: fine school, but at a cost. No sleep, but no stress.
You get one out of one: fine school, but at a cost. No sleep, no stress, but no fun.

building up the car, a car that can be made in different combinations of the different options, and a house to get fancy.

Don't pocketing — If you're a pocketing addict, it's time to take your life back. You can't be happy if you're always looking for the next big score. You need to find a way to live your life that doesn't involve the stock market. You need to find a way to live your life that doesn't involve the stock market. You need to find a way to live your life that doesn't involve the stock market.

MLB 2004

THE DETAILS: No surprises here—it's a reprise of the 2002 World Series, Giants and Angels at Edison Field, with three innings to play. You too can now experience this season's least interesting baseball game.

HAVE YOU TRIED...
...hitting L1 while pitching? It'll show your pitcher's fatigue level and also a somewhat more detailed profile of the batter.

...clearing the bench? You can't, but it sure is fun to hit batters.

...intentionally flubbing an infield fly? Just let the ball drop—don't worry, the runner won't go anywhere. You can check out the great dive animations.

DYNASTY WARRIORS 4

Therapeutic
Therapeutic
get
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[illegible]

FREAKY FLYERS

THE DETAILS: Two levels here: Coyote Canyon is a basic kart-style racing level, but in Bandito Attack you have to protect your fort from, well, attacks by little creatures called (give up?) Banditos.

HAVE YOU TRIED...
...hunting down all the Banditos? Don't even try to take out more than one Bandito fort at a time—do one, then come right back, because your fort will no doubt be damaged already.

...hunting down the song "Banditos" by the Refreshments? They did the *King of the Hill* theme song. The album with that song on it is called *Fizzy Fuzzy Big and Buzzy*. You should buy it.

TOMB RAIDER: THE ANGEL OF DARKNESS

Labels from a large lot of blue ink cartridges that were used in the printer. The cartridges were found in the printer. The cartridges were found in the printer. The cartridges were found in the printer.

dictated on a tape recorder. The environments look really spectacular. I noticed how much Laraine's new home is like a trailer. She looks like Angelina Jolie's moves. Look at her like she's straight out of the live-action Jolie. And she's not to know with laughter when the narrator says the game is over and in the end she cracks us up, at least.

HULK™

UNLEASH THE FURY

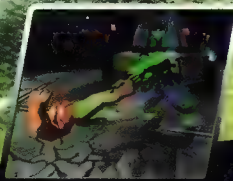
Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his enraged alter ego, The Hulk, battle The Leader - a terrifying villain intent on unleashing a relentless army of gamma creatures on the world. Unravel The Leader's evil plan by using the brains of Banner, and unleashing the ultimate power and destruction of The Hulk.



45 devastating attacks to dispose of your enemies



25 fully destructible and interactive environments - if you can see it, you can smash it.



Battle notorious classic villains and massive new foes. Fight up to 10 enemies at once.



Outsmart your enemies as Dr. Bruce Banner, using stealth and disguise.

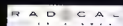
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PlayStation 2



Violence

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We're right there with you in terms of SOCOM 2 enthusiasm. "I was literally jumping off the walls when I saw the cover," said David Motta. Cryp, from the OPM message boards stated it more simply, "It looks insane." And there's Mister_Mosquito who believes, "SOCOM 2 looks like the best online game to come out since the original SOCOM."

Online at Midnight

On page 124 of issue 69, you gave the online aspect of *Midnight Club II* a one-star rating, yet above it you said, "Nothing beats the eight player action offered online." I was just wondering if you meant for this to happen, or if it is a misprint. Rconn14@aol.com

So we messed up. We have been playing *Midnight Club II* online quite a bit (evidenced by page 113). So, we should've given it at least a four. We call that a typo.

Emergency Concern

I was looking at an article on the internet about Xbox 2. I said that PlayStation 3's central processing unit was nothing but a PS1 and PS2 chip combined into one, and the article gave Xbox 2 nothing but compliments. Now, if you knew me, you would know that I love PS2 and despise Xbox, so I thought this information was crap. Based on what you guys at *OPM* have been saying for the past few months, PS3 is going to be a very powerful system due to cell technology and the like. My question isn't which system I should buy in the future, because I already know PS3 is the way to go. My question is, what system do you guys think will be better overall? Do you think PS3 will dominate in sales just like PS2 has?

John Grandits
m_grandits@yahoo.com

Where do people come up with this stuff? In 2006, when the two systems are released, we'll know details. Until then, does it make

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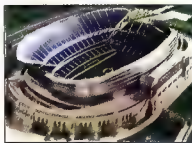


sense that Sony wouldn't push its technology? If you think it won't, then you're dim.

The Other X-2

Is there a death penalty in Japan? If so, Square Enix must be executed immediately for the brutal murder of *Final Fantasy*. With *FFX-2*, Square Enix has rendered the beloved series into nothing more than a plastic and silicone shell of its formerly glorious self. That's all we need. Was the lowest common denominator still too high? Why not throw in some cockfights and mud wrestling while it's at it? I like to think that I recognize the fallibility of humans, and I have found it in my heart to forgive Square for the abominations of *Final Fantasy: The Spirits Within* and *FFX*, [why it got five stars, I'll never know], but making a sequel to its worst game [why not the masterpiece *FFVII* or *FFIX*?]. Why?! and then reducing its taste level to that of a *Baywatch* rerun is inhuman. If RPG's were a religion, Square Enix would be strapped to a table, waiting to get intimate with a swinging metal blade.

Kotetsu369@aol.com



went to the official *Madden 2004* website to get a glimpse at what some of the newly drafted NFL players will look like in the game, it looked like the Bears were not at Soldier Field, so I started to panic.

Wade Hertsui
taio072000@yahoo.com

Well, stop panicking. It's *Madden*, Wade. Has it *ever* missed a detail? Last year it put the Bears in the University of Illinois stadium. Why wouldn't it switch back? As a Bears fan, your bigger concern is Kordell's interception-to-completion ratio.

GAMERS ARE TALKING ABOUT

From message boards to printed page



2000

[illegible]

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

[illegible]

1000

[illegible]

Fig. 3 *continued*





the last thing
you'll see

SWEET GRAPHICS
FOR YOUR BITTER DEATH



PlayStation 2



Mild Violence
Suggestive Themes



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INPUT

Everyone's talking. Listen in—with your eyes!

Post-Post-Post-Post-Modernism

Last week, I was sitting on my butt, watching MTV. It was another lame show about real people doing really boring crap. Then, all of a sudden, I saw the March edition of *OPM* flash on the screen during the promo for the next scene! That's when I noticed that this reality program starred *Def Jam: Vendetta* star Method Man with his very own mug on the cover!

I was inspired! I decided to write you this letter with a photo of myself reading this letter, and hopefully I'll be reading a copy of *OPM* with a picture of myself reading the letter that I wrote! Whoa! Brain overload!

Nick Perillo
address withheld

Your wish, Nick, is our command.

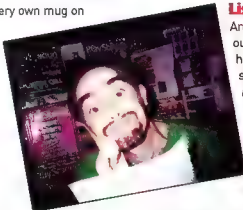
Sin City?

Since I beat *GTA: Vice City*, I'm waiting every day for *OPM* to show *GTA4* (I think it's *Sin City*) on the cover. When the news going to come out about it. And, please, don't tell me it's on Xbox or Gamecube!

Dylan Davis
address withheld

We're going to have to address this, and just so Dylan isn't disappointed, we'll tell you what we know and what we think. What we know is that *GTA4* will be on PS2 only. The exclusivity deal is still good for two more years.

As for what we think, we think the game will not be in *Sin City/Las Vegas*.



Reason being: The landscape really isn't interesting. For our dime, we're guessing it'll be a '70s San Francisco setup because the Bay Area's geography is more than ideal. The hills of San Francisco would make for some killer car chases! Then again, we could be wrong.

Listen Up

Are there any other games coming out that will be using the *SOCOM* headset? I think all online games should allow the use of it (*Resident Evil Online* would rock if you could use it!).

Also, can you make the game reviews in the Reviews section longer? It would be a huge help for choosing games if you did.
slayer103@hotmail.com

The headset will have more uses soon. Lots of games are going to have voice chat (*Madden*, for one). So clean the wax off the ear hole, will ya?

As for the length of our reviews, we give and we give and still you want more. Well, forget it. How do you like them apples? Instead, to carry your favor, we'll make them better. For you.

More Scantily Clad, Please

In the May 2003 issue of *OPM* (Issue 68), I found conflicting letters written by loyal readers. The first involved Christy Miller who was complaining about the overwhelming amount of "hot chicks" in the magazine. She said she felt "bombarded" by the pictures. Later on, I read the letter of a male reader who was claiming how cartoon women, or the female characters in games, were hot. I came to a realization.

These pictures of "hot chicks" are not as abundant as Christy would like us to believe. If, in fact, there have been an overwhelming number of these pictures, I don't believe that the male readers would focus their attention on the fictional females. Rather, they would most likely speak about the nonfictional chicks.

I claim that there must be a lack of pictures of hot women in the magazine. The only way to rectify this huge mistake would be to double or triple the pictures of women. It is a necessity to supply the male readers with a healthy dose of hot chicks. This way, rather than giving too much attention to women they will never have because they are computer creations, the male readers can focus on women who they will practically never have, such as celebrities. I thank you in advance for remedying this situation.

Christopher Johnson
Naperville, IL

Sometimes we make up our minds about things, and then someone changes them. Christopher, you, our new friend, are a winner with a slick pen.



YOU WAKE UP AT... Speaking of badassess, there may have been a bigger badass than *Fight Clubs* Tyler Durden, but there was never a cooler badass.

QUICK HITS

SCARY MOVIE
I remember hearing something about a *Fatal Frame* movie in the works. Is it still being made or has it been cancelled?
Beccabear51088@aol.com

Google "*Fatal Frame* movie" for updates. It's coming. Just not for a long while.

SOCOM OFFLINE
If *SOCOM* were an offline-only game, would you still give it a perfect score?

Angela Kettle
angela.kettle@n.sympatico.ca

Honestly, it wouldn't have scored higher than a four. Online is where it's at.

WE LOVE YORDA

I just can't wait until *Ico 2* comes out. So, could you do me a favor and tell me how long I "can't wait" until *Ico 2* comes out?

DeusexMachina@aol.com

We're guessing here, but our guess is all edumacated-like: Look for it in early 2004.

SAM VS. SNAKE

I have one point to bring into the Sam Fisher vs. Solid Snake debate. Obviously, Sam wins since he has an advanced tactic that the NSA taught him. It's something so secretive and advanced that it must be beyond Fox Hound's training and Snake's personal abilities...he can jump.

Todd Weltz
todd.weltz@sheridanc.on.ca

Ouch. Good one.

The Badassess With the Mostest

As I was reading a letter on badass game characters in the May issue of *OPM*, I thought to myself, there must be a badass (is that even a word?) character than some hot chick from *Kenosaga*.

For a while, I thought about all the great ones I have played as. I came up with a few—Solid Snake, Sam Fisher, Tommy Vercetti, Lara Croft—but all fell short of the most badass character of any recent videogame, Agent 47, the star of *Hitman: Codename 47* and *Hitman 2: Silent Assassin*. He is, in my opinion, the badassess (again, is that a word?) character ever. Who else can strangle a postman, steal his costume (complete with flowers), infiltrate a mafia compound, and blast the kingpin with a well-placed shotgun round? None. And you've got to love the bald head, the bar code on his neck, and the slick duds. He has the perfect look for a badass, but he's still cliché. If you ask me, 47 could be the biggest badass in game history.

Jonathan CW
logik23@hotmail.com

We've rethought this, and we think someone (and we're not saying who—Jonathan!) seems to have forgotten about both *Cookie and Cream*. Shame on you for forgetting those two PS2 tyrants!

Anime-zing Games? Not Quite

I'm a big anime fan. I love *Rurouni Kenshin*, *Trigun*, *Neon Genesis*, *Yu Yu Hakusho*, *Bubblegum Crisis*, and *Cowboy Bebop*. Has anyone made games of these?

AL
SuperMario45M@aol.com

You want the long answer from our anime guy? Done. 1) They made a *Rurouni Kenshin* game for PS1, a 3D fighter. It was really bad. 2) They made a *Cowboy Bebop* game for PS1, a 3D shooter. It was really bad. 3) There were 8-bit *Bubblegum Crisis* games for NES and PC-Engine. Those were really, really bad. 4) There was a *Neon Genesis Evangelion* game for Nintendo 64, which was nothing short of god-awful, as well as some Japanese PC games based on the series, which were horrifically poor. Also, they're bringing out the *Rei Ayanami Princess Maker* knockoff for PS2 in a little while, but you don't want to touch that with a 10-foot pole. 5) Treasure made a *Yu Yu Hakusho* game for Mega Drive in Japan, which was brilliant in its time. You'll never get to play it, though. 6) Red Entertainment and Sega have a *Trigun* game in the works for an unspecified console—it was announced at Game Jam last year. To be honest, the odds aren't good.



Neon Genesis Evangelion



Savage by nature.

Play as young knight, Seig Warheit, who must face off
against an old friend in this gothic action adventure.

To fight, summon and command seven different warrior legions
each with their own signature weaponry.

Chaos Legion...a graphic masterpiece and savage gothic opera
played out over 43 levels of real time, cut-throat action!

"If you loved Devil May Cry,
you'll love Chaos Legion!" - PSM

CHAOS LEGION



PlayStation 2

CAPCOM
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Blood
Violence

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Exclusively Lesser

I was wondering how come every time a company makes a game that is supposed to be an Xbox-only game, it comes out on PS2 and has more features than the original Xbox version.

Sandra Antczak

sandy23008@sbcbglobal.net

Ahh, you've deciphered the great hoax of exclusivity. Basically, teams making games need to make the game saleable all over again. So they add in new goods. A bonus for us!

A Game With Substance

Ten Ways to Know If You Have *Metal Gear* Fever

- 1) You sneak around school holding your hand to your ear like you're receiving a code call.
- 2) You can imitate the ruggedized voice of Snake's voice.
- 3) You know the real name of the actors voicing the characters.
- 4) You have dreams at night about Rose.
- 5) You spend hours comparing Rose to your girlfriend.
- 6) Your girlfriend dumps you because you spend more time playing *Metal Gear Solid 2* than you spend with her (not to mention the Rose comparisons).
- 7) You have read the "previous story" sections in *Metal Gear Solid 2* more than three times.
- 8) You leave your PS2 running with *MGS2* already in it so you can play as soon as you want.
- 9) Instead of listening to normal music, you spend all of your time decoding the main *MGS2* theme to

MIDI format.

10) You spend three-plus hours on *MGS2* a day.

These are all symptoms I have. The only cure in my mind will be the next *Metal Gear* game.

Tyler C.

tylerc161@hotmail.com

Can we, maybe, appease you with shots of *Snake Eater* (forgive the title, for they have sinned), on page 56 of *Previews*?

Unwanted Crisis

I have a huge problem! I love the *Dino Crisis* series and have played the first two on my PlayStation (now PS2) a lot. Then, I heard that the third will be on Xbox, and Xbox only! My heart shattered into little bitty bits! Oh, *OPM*, please say it is only exclusive for a little bit! Or maybe another will come out soon?

George Graham

ShakespeareG@msn.com

Your heart, it seems, will remain shattered. *Dino Crisis* is staying Xbox only. But hey, we did get *Grand Theft Auto* exclusivity. A trade we'll definitely take.

Two For Kiri!

I wonder if *The Mark of Kiri* will come out with a sequel? The end throws out a little hint that another might come out. If that is the case, it could make room for the little sister to jump in the fight to protect her mark. What do you think? Is there a sequel in the works? I think the last game was good, so with a little more work, the sequel could be great!

Carlos "Beto" Mendez

mendez603@yahoo.com

You've asked the question on the tip of every gamer's tongue!

But...no. It sold like crap. You should've bought more copies.

Write Right

I have been a great fan of your magazine for a while and my friend thinks that you make up the letters that you print in *OPM*. I don't think that at all. But I want to prove to my friend that you are not like that. So could you show him that you really get these letters by printing this? You can settle a long fight between us two.

Marcus Lou

skip_to_my_lou_4343@hotmail.com

Ask your friend this: If he had the choice between writing fake letters or playing an unlimited number of PS2 games, what would he do? Exactly.

ASK US ANYTHING!

All the questions that are fit to print

HOT OR NOT?

Q. This is a picture of my friend Emily. She thinks she's ugly, and I disagree. We made a bet that if I could get more people to say she was pretty than people say she was ugly then she would change her name (it's currently "the ugly one"). So be honest (and by honest, I mean tell her she's beautiful).

Julian Bishop

randomj08@aol.com

A. We're pretty particular about our ladies, but let me know that she is most beautiful. Although your term for it her would be supercute.



ERRONEOUSNESS

Q. What is a disc read error, and how do you fix it?

JosephH831@aol.com

A. It means your PS2 is having problems reading the disc. Try wiping the disc with a chamomile cloth, and if that doesn't work, try another game. If that game doesn't work, your PS2 might be dying.

BURN BABY BURN!

Does the updated PS2 have a 3D camera?

brinkn2789@aol.com

A. Nope, no.

CONTEST ALERT

I was wondering if you guys could put contests in your magazine so we can win free stuff, games included.

Aunthry88@aol.com

A. Good idea! We'll be reviewing.



SO BAD IT'S SCARY

What the hell happened to *Phage: Paradox* and all the other survival-horror games that were going to be released in PS2's first year?

METALVIBE@aol.com

A. You remember *Phage Paradox*? Wowser. Well, it was crap so it never came here. Simple as that.

YOU'LL HAVE TO PAY, PAL, TO PLAY PAL

I want to buy *WRC II Extreme* from Europe, but I'm not sure if it will work on my PS2. My friend said I just need an adapter for my television, but I want to make sure. So will it?

Nick Complex

A. It won't work. Not only would you need an adapter, but you'd need a European PS2. Save money by waiting for the U.S. version of *WRC*. It should be announced within the next few months (maybe even at E3).

ARE YOU ONLINE WHEN YOU'RE ONLINE?

Q. Is there a way to have the Internet connection for PS2 hooked up through the phone line and still be able to use the phone while connected without getting another phone line?

holterjones@netnet.net

A. Umm, what? We think the answer to your very confusing question is no, you can't. If you're online playing PS2, you can't use your phone. If your PS2 is plugged in, but not online, you can use your phone. Did we really bother answering that?

QUICK FIRE

Q. 1) When will *Ape Escape 2* come out? I need it! 2) If you had to buy another system, what would it be? 3) Who's the best gamer at *OPM*? 4) Did you guys ever think of quitting *OPM* and making a game? P.S. I'm 13.

JohnnWraith3@aol.com

A. 1) Now. Get it. 2) Sega Genesis. 3) The best? Arguable, but Chris Baker's definitely the worst! 4) Well, in fact, yes. One of us. Find out who next month!

Ice cream. You and I. Say yes, or say you can't, but don't say no.



IN THE YEAR 2000

Q. Where can I find *Gran Turismo 2000*? I can't find it nowhere!

Henry Back

Shelbville, IL

A. You're likely played it. It was renamed. It's now known as GT3. A-spec. Heard of it?



THE GREAT ESCAPE

Shot down behind enemy lines.
A prisoner of the Nazi war machine.
You must guide your band of heroes in the
greatest escape in history.

Strike at the Reich with an
authentic WWII arsenal.

Commandeer motorcycles, jeeps
and other military vehicles as
you speed to freedom!

Attack from the shadows as you sneak
past Nazi guards and the Gestapo.



PlayStation 2



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INSIDE SPIN

Your guide to everything PlayStation

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Day Planner

Every day, in every way, I will become a better gamer. Every day, in every way.

28

Mastermind

The man behind *Marble Madness* has helped make millions of gamers happy.

32

Class in Session

Go to school. Study hard. Get a degree. Make videogames for a living.

40

Bond Is Back

The world's greatest secret agent returns with a whole new bag of tricks.

44

Rock the Cradle

Lara's game may be a temporary bust, but the new movie is shaping up just fine.

48

Summer Lovin'

A dozen top rental picks to get you through those dog days of summer.

50

DVD Reviews

Because your PS2 plays more than just games. Plus: anime coverage!

GRAN



YES...

...this is a screen shot.
We didn't believe it at first either.



**30
EVOLVED**

Ridge Racer returns
trying to take on Turismo.



**41
PUMPED**

Henry Rollins is a busy man.
He's also a videogame star.



**46
FINALLY!**

Sonic spins his way onto PS2.
And he's brought his pals along.

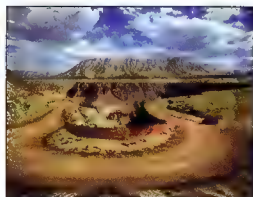
TURISMO 4

SCEA says it's the "drive of your life." They're not kidding



PHOTOREALISM?

Not quite, but very nearly!
The backgrounds use real photos and
the car models now reflect both light
and the other cars on the track, adding
to the realism.



We knew *Gran Turismo 4* would be unveiled at this year's E3, but we were hardly prepared for the degree to which it's been improved over the previous games. Every facet of the technology has been overhauled, with new handling physics, car models, tracks, and artificial intelligence (no more stupid computer cars ramming you from behind!) rounding out what was almost certainly the PS2 "game of the show."

SCEA rolled out new information during a series of events, revealing new pieces of information that whipped gamers (and *OPM* editors) into a frenzy of anticipation. Playable code on the show floor revealed some obvious details about the game (namely that it looks absolutely go-geous), but many of the specific details are still somewhat secret. A session with series creator and Polyphony

Digital President Kazunori Yamauchi revealed that many aspects of the game are still under development, subject to change due to licensing agreements.

Still, what has been revealed about *Gran Turismo 4* is more than 500 cars with modern and classic historical asphalt lunacy. The version will feature a Honda NSX-R racing car, a classic Chevrolet SSR pickup, a classic Chevrolet Camaro, and a classic Ford Mustang. Surprises came in the shape of a classic Chevrolet SSR pickup, a classic Chevrolet Camaro, and a classic Ford Mustang. Why you'd want to race a Vib goes some way toward representing the game's focus on realism.

Another impressive stat is that the game will be on offer. You'll have the

chance to drive on a variety of modes, and early versions shown at E3 ably demonstrated the incredible use of photorealistic textures that make things look super-real.

by Matt K. and David S. on 10/10/01



I WANT MY PSP

At E3, Sony unveiled a new portable system. Then it stole Nintendo's lunch

Sony's E3 press conference is always a spectacle, with major announcements and special celebrity guest appearances. This year was no exception—check out these highlights.

A NEW PORTABLE PLATFORM!

Ken Kutaragi, "father of the PlayStation," introduced his "new baby." Called PSP (for PlayStation Portable), the platform will be Sony's direct attack on Nintendo's GameBoy Advance—and a whole lot more. Not only will it feature a 32-bit engine to display better-looking games than the GBA can deliver, but it will also host a collection of technical gadgetry that makes it an all-in-one portable entertainment platform. "This is the Walkman of the 21st century," claimed Kutaragi.

"This is a new baby to the PlayStation brand. And he is very cute." —Ken Kutaragi, talking about PSP

The PSP will use a new high-capacity optical disc known as the Universal Media Disc (UMD). These proprietary 60mm discs—half the diameter of a DVD—hold up to 1.8GB of

data (roughly three times that of a CD-ROM). The PSP also sports a USB 2.0 port to connect to a variety of devices (including PCs and the PS2), and a port for saving data onto Sony Memory Sticks.

The PSP's display will be a backlit 480x272-pixel widescreen LCD. The system will use a rechargeable battery as its power source. PSP will also support MPEG4-encoded video, possibly allowing for full-length DVD-quality movies to be displayed. The PSP is slated to hit the market before the end of 2004, to celebrate the 10th anniversary of the PlayStation.

EA GOES ONLINE ONLY ON PS2

If you want to play your EA Sports games online, you have to own a PS2. Electronic Arts announced that it would feature its

sports games online exclusively for the PS2, including *FIFA Soccer 2004*, *Madden NFL 2004*, *NASCAR Thunder 2004*, *NBA Live 2004*, and *NCAA Football 2004*.

The highlight of EA's demonstration came when Tiger Woods (in Florida) faced off against Cedric the Entertainer (live onstage at the Sony briefing) in an online match of *Tiger Woods 2004*. Much to the delight of everyone, Cedric beat Tiger. Tiger then hailed him as "the man."

EYETOY FOR THE U.S.

Much to our surprise (and everyone else's), SCEA announced that the EyeToy is on its way to the States! The peripheral, which we featured on page 31, was previously announced for the European market only, but now we'll be able to join in on the wacky fun.

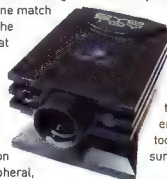
HARD DRIVE AND FINAL FANTASY XI... FINALLY

It's official: *Final Fantasy XI* and the PS2 hard drive will be released in the first quarter of 2004. SCEA revealed that it will publish the game in the United States, possibly allowing for a bundle of the game with the hard drive.

GTA STAYS EXCLUSIVE

Though we have no idea when the game will

hit, the next *Grand Theft Auto* will be found exclusively on the PS2. And that's reason to be very happy indeed.



JET LI KICKS ASS

One of Sony's coolest presentations was *Rise to Honor*, the action game starring Jet Li. Showing off the title's highly touted 360-degree fighting engine, the virtual Jet frantically took on hordes of enemies surrounding him.

ONLINE, OUT OF THE BOX

In a move that will have taken effect by the time you read this, Sony revealed a new PS2 hardware package to debut in June. The PS2 will now come with the Network Adaptor, making the PS2 online compatible out of the box. Additionally, the PS2 hardware has been reconfigured, and will now offer progressive-scan DVD playback, an IR port for the remote control, a fan that's 30 percent quieter, and more. The new PS2 will retail for exactly the same price as the previous one. \$200.

Because of this, prices on the remaining older systems have fallen to the \$170 range.

Tony Hawk Goes Underground

Activision has revealed the next *Tony Hawk*! Breaking the mold of its landmark skating series, *Tony Hawk's Underground* now lets you play as yourself by downloading a digital photo of your face and mapping it onto a custom-created character. The familiar pros are still there, but they're supporting characters whereas you're the star. The kicker, though? In a move likely inspired by



the *GTA* series, you can now explore massive areas—and not just on a board. Run down alleys, go hand-over-hand along ledges, and even drive a car.

PLAY OUTSIDE THE BOX!



DEF JAM: VENDETTA

Three parts brawler and one part hip-hop video, Def Jam: Vendetta is clearly one of the most unique wrestling games available. Here, you've got a wrestler that puts gameplay before pageantry, offers action in place of entrance videos, and prizes super-sized special moves over the all-flair-but-no-pain People's Elbow. Plus, there's a story. And while the story isn't Pulitzer-worthy, it'll keep you battling through to the finale. The action starts with you picking a hero who's returning to his old stomping ground to help out an old friend who owes a dangerous man some money. His life's in danger, and since your old pal can't fight, you're drawn into an underground fight-club atmosphere ruled by money, power, gold chains, and cornrows. While the machismo gets laid on thick, it all works together here. After all, this game's backed by a rap label. The Def Jam crew members are the villains, with each artist acting as a boss. As you climb the ranks in Story mode and struggle to get the girl (well, girls—there's more than one), you'll earn cash, which you can use to buy attribute upgrades. There's all kinds of other stuff to unlock, too: new fighters (39 in all), stages, and even swank Phat farm threads, in case your wardrobe is low on powder blue track suits.



BREAK OUT OF

Butterfinger

THE ORDINARY



DYNASTY WARRIORS 4

Under the hard difficulty play the Hu Lao Gate level on the Allied Forces side. You must have a level 9 Star Pike. Defeat Lu Bu to get the weapon. You can get this weapon in Free Mode.

At the Yellow Turban Fortress, as the Allied Forces under the hard difficulty setting, kill the following in this order: He Yi, Pei Yaun Shao, and Chen Yaunzhi. You must complete killing them in under six minutes. The weapon will have +54 attack power and at Level 9.

Play the Sun Jian Invasion Battle Level on Yuan Shao's side. Before the enemy backup troops arrive, enter the castle from the top. A supply team will appear to the south of the castle. If you defeat the Supply Captain of the Supply Team, you will get the Charge Bracer.



TONY HAWK'S PRO SKATER 4

Enter the options menu, then select "Cheats." Enter `watch_me_xplode` to unlock all cheats.



Enter the options menu, then select "Cheats." Enter `homielist` to unlock Mike Vallely and other secret skaters.

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DARE TO LOG ON TO BUTTERFINGER.COM

DATEBOOK

JUNE 2K3

SUNDAY

June is known for many things: the beginning of summer, the longest day of the year—and, of course, Turkey Lovers' month.



Hey, it's Fireworks Safety Month. Pull down that M-80 and boot up some Fantavision.



Tell your pop that he's rogg. Buy him The Italian Job for PS2.



MONDAY



Not many anticipated games come out this month. Unless you're looking forward to Reel Fishing III, due tomorrow. In so, you'd be real excited for some reel action with Reel Fishing III. Uh, yup.

16

TUESDAY

The Animatrix is on DVD today! Other cool (but not as cool) releases include: About Schmidt, Die Another Day, The Incredible Hulk TV Series, and our fave, The Ben Stiller Show. T2: Extreme DVD is out, too, but you already have it.

Would the Hulk have a shot with Elizabeth Hurley? Maybe if she's feeling a bit vulnerable about turning 38 today.

WEDNESDAY

Celebrate Angelina Jolie's birthday by getting a tattoo designed to ward off men with two first names.



It's National Splurge Day. How does a dashing young man like Hulk celebrate? By eating that second chili cheese dog.

The Dink Chicks are planning to release their new album, The Way We Were, on CD. Things can't get any better than this.

No, the new PS2 game, The Dink Chicks, is not a TV show. It's a game. We're not kidding. It's a game.

THURSDAY



12

Yass Warped Tour '03 featuring Iggy Azagula. W.K. starts up in Idaho. Rumor has it that he likes to party!



PS3 chokes this date in '03 to broadcast its first color program—even though no color televisions had been sold to the public yet! Can you imagine if Sony decided to start selling games for PS3 right now?

FRIDAY

Will 2 Fast 2 Furious be able to live up to the original without videogame producer Vin Diesel? It will probably be better.

Dumb and Dumber ranks as one of OPM's favorite comedies ever. Still, we're pretty sure that When Lloyd Met Harry, Dumb and Dumberen is just plain rank.



POP QUIZ: You want to go see The Hulk. Your lady wants to see Alex & Emma, starring Kate Hudson. What do you do? Answers: Get angry and SMASH!!!

Sure, Charlie's Angels: Full Throttle has plenty of hotties and cool action sequences. But we're really excited because Chrispin Glover (Willard) is back and creepier than ever.



SATURDAY

Baby got backhand. Anna Kournikova (sigh) is 22.



It's Reviews Editor Joe Rybicki's birthday. He likes New Model Army t-shirts, playing chess, and eating Spam.

AnimeCon 2003, June 20-22, Santa Clara Convention Center. Will there be cosplay? Hell, yes!!



Ozzie's kicks off in San Antonio, Texas. Check www.ozzfest.com to see if the oversaturated TV star/washed-up rocker will be in your area.





**WHAT CAN'T BE WORN
OUT OF THE HOUSE
CAN ALWAYS BE SNUCK OUT.**

LOITER AT

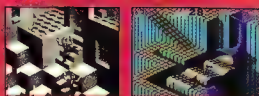
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Built to Resist™

SEE THE RESEMBLANCE?

On the left is Escher's *Cycle*, and on the right is *Marble Madness*.



Having joined Atari at 17, Mark Cerny has been a creative force in this industry for more than 20 years. He was the mastermind behind *Marble Madness* when he was merely 19. He founded Sega Technical Institute, Sega's U.S. development studio, and played an important role on big projects like *Sonic the Hedgehog 2*. He served as president of Universal Interactive. But in order to return to his game design roots, he created his own studio, Cerny Games. Since then, he's been a design consultant on the *Crash*, *Spyro*, *Jak*, and *Ratchet* series. We pulled him away from his work on *Jak II* and *Ratchet 2* to chat with us.

Yasuhara is fantastically creative, and a very nice guy. He's the only designer at Naughty Dog lucky enough to be able to work strictly on level layouts.

Do you ever get confused working on two platform games at once?

It's certainly a lot easier to work on two games if my role on one project is different from my role on the other. For example, my work on *Jak* and *Daxter* was mostly technology, and my role on *Ratchet* & *Clank* was mostly design.

***Ratchet* & *Clank* and *Jak* and *Daxter* both have humor. What's the key to creating a funny game?**

It's strange, but Naughty Dog and Insomniac don't appreciate each other's humor. I can show off an early burn of one of the games to the other team, and get a deadpan response. So I guess there are many types of humor.

If you could make a game without worrying about sales, what would it be?

I'd like to go back to the world of *Marble Madness* and create an adventure game: a philosophical quest where our hero, a marble, searches for the answers to the truly big questions, such as, "Why does evil exist?"

Of all the characters you've worked with, which is your favorite?
Crash was the best—a character immediately appealing to anyone.

If you weren't making games right now, what would you be doing?
Maybe some sort of hobbyist programming? Once you've had the rush you get from seeing the completed version of the game you worked on, it's hard to imagine a life without that feeling.

Are there any games that you wish you could redo nowadays?

It sure would be fun to play with 3D glasses again. We made glasses with liquid-crystal shutters for the Sega Master System in the 1980s, where the graphics seemingly leapt off the screen. Imagine what we could do with the technology available today!

Do you ever think about making a new *Marble Madness*?

I'd love to! Unfortunately, I never had the rights, and after a long chain of deals, they ended up at Infogrames, along with the Atari brand.

We understand *Marble Madness*' visual style was inspired by M.C. Escher.
Escher was fairly unknown in the States until the Vorpak Gallery in San Francisco began featuring him in its exhibits, starting around 1968. My parents saw his works at this gallery, were amazed by them, and ended up purchasing four of his lithographs over the years. I grew up looking at his art.

Can you tell us about how you resembled Sonic Team in the U.S.?
For whatever reason, Sonic Team was disbanded after the first Sonic was completed. The game was created at Sega in Tokyo, and once it was finished, Hiroko Yasuhara (the lead designer) was transferred to the STI. Yoji Naka, who was the team leader and lead programmer, actually quit Sega of Japan at about this time—he was underpaid and underappreciated to an extreme degree. On my next trip out to Tokyo, I talked him into joining Sega of America. Instead, where pay could be based on merit rather than seniority.

Hiroko Yasuhara now works for Naughty Dog. What's it like to be teamed with him again?

"Once you've had the rush you get from seeing the completed version of the game you worked on, it's hard to imagine a life without that feeling."

MARK CERNY

Founder of Cerny Games

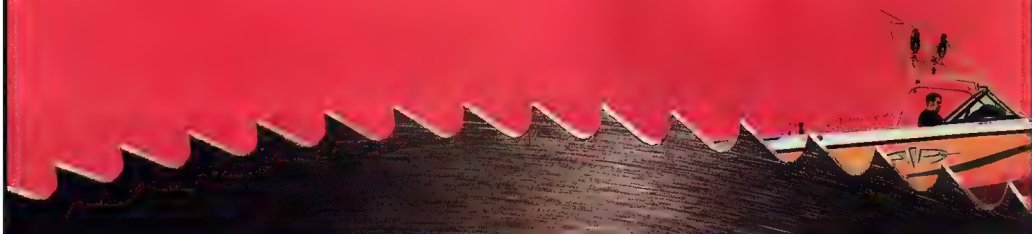
Career Highlights:

Marble Madness, *Sonic the Hedgehog 2*, *Crash Bandicoot*, *Spyro the Dragon*, *Jak* and *Daxter*, *Ratchet* & *Clank*

MASTERMIND



HANG ON FOR YOUR LIFE.



HOLD ON TIGHT



TEAM

YOUR FRIENDS

YOU DRIVE



PULL OFF THE TRICK

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THE SHAWN MURRAY

Water moves. Screenshots don't. For the real experience, check out www.wakeboardingunleashed.com

EVERYONE



Comic Mischief



PlayStation 2



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RIDGE RACER EVOLVES

Namco proves GT4 isn't the only racer in town

Name every racing game ever released on PS2 and we won't hold it against you if you forget the launch title *Ridge Racer V*. After all, *Gran Turismo* has been the dominant racer on both PlayStation systems. But Namco's aiming to change all that with its hipper, hotter, story-driven *R. Racing Evolution*, the sequel to *Ridge V*.

Historically, the *Ridge Racer* series has prided itself on being the anti-*Gran Turismo*, keeping the gameplay arcadey. But with the off-the-charts sales numbers of *GT3: A-spec* and the projected sales of the upcoming *GT4*, *Evolution* is taking cues from its rival, trying to balance the gameplay between simulation and arcade.

There will now be licensed cars (a first for the series—the screenshots reveal a Dodge Viper, Nissan Skyline, and Subaru Impreza WRX), 11 real-world and fantasy tracks, and eight different race types (including circuit, rally, and drag—yes, drag!).

To ensure *Evolution* won't rest on its arcade laurels, Namco combined the *Ridge Racer* and *MotoGP* development teams to balance the gameplay. Smart move, considering *MotoGP* is as hardcore sim as it gets.

Another *GT*-beating element (or so Namco hopes) are the two girl drivers—shown on the left—featured in the game's Racing Life mode, which should be a huge leap beyond the “car-PG” story line that holds *R4* together on the PS1.



RINA AND GINA

Namco's new speedy babes
They're fierce competitors.
And they don't play nice.

OPM POLL

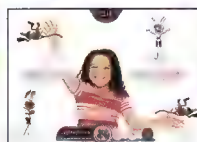
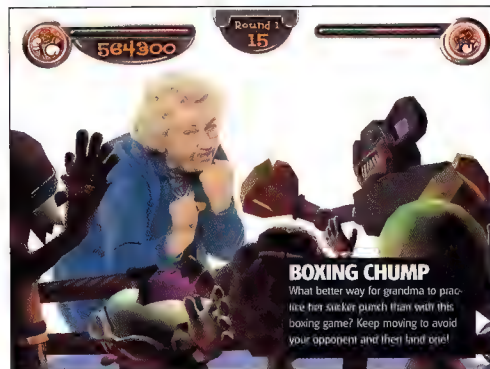
Would you buy the EyeToy if it was released in the U.S.?



SONY TOYS AROUND

Is this the future of gaming? We'll see about that...

It's a unique concept that's finally coming to fruition...but will people care? This summer, Sony finally launches its EyeToy in Europe. What's the EyeToy? A digital camera that interfaces with the PS2, it sits atop your television and translates your movements into a game. The potential is there—just imagine a *Harry Potter* game in which you can wave an actual wand and have a virtual wand do the same on screen. Or how about a *Black & White*-style God game in which you can control everything with your bare hands? Unfortunately, the first title released with the EyeToy—*EyeToy: Play*, a collection of 12 minigames—shows that the peripheral has a long way to go. See what we mean with this selection of our favorites.



ULTIMATE SIDEKICK

Ah, those constant companions who keep the hero from getting too lonely. The ultimate status symbol—and a source of humor, rage, love, and frustration for gamers everywhere. Yes, we're talking about sidekicks. Which is tops? Dexter, apparently. Whatever.



Characteristic ▾	CLANK Ratchet & Clank	DAXTER Jerk 2	SCREE Primal	GLOBEX Rayman 3	PIPOCHI Age Escape 2	MURRAY Sly Cooper	SHADOW Dead to Rights	BOOMER SDOH
Shorter Than Hero	✓	✓			✓		✓	
Funny	✓	✓			✓		✓	
Cool	✓	✓			✓		✓	
Style So Good	✓	✓	✓	✓	✓	✓	✓	✓
Likeable	✓	✓	✓	✓	✓	✓	✓	✓
Bumbling	✓	✓	✓	✓	✓	✓	✓	✓
TOTALS	4	5	3	3	3	3	4	1

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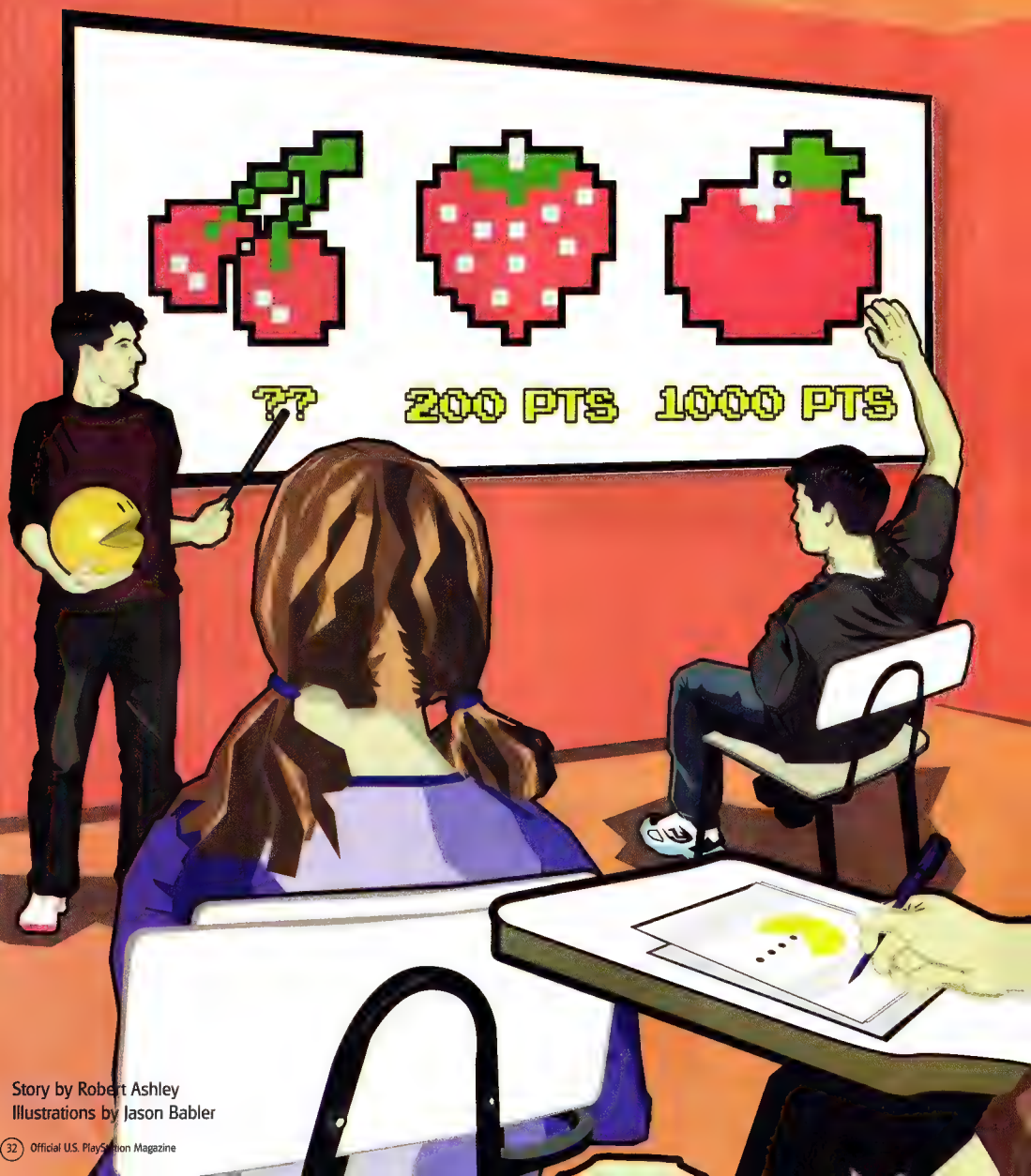


SPIN

Go to school.
Study hard.
Win big prizes.

DID YOU KNOW?

A banana is worth 100 points. But the banana is the most valuable fruit, yielding 5,000 delicious points.



Story by Robert Ashley
Illustrations by Jason Babler

CLASS IN SESSION



At Ojeda's, a Mexican restaurant a few miles north of the University of Texas at Dallas, members of the Student Game Developers Association order \$5 lunch specials and debate the quality of *Half-Life 2* screenshots. The conversation switches gears without warning: this year's Quake Con, *Dance Dance Revolution* tournaments, DVD encryption, on and on. They drop the names of local game developers the way music hipsters talk about bands and labels. Someone they know has supposedly obtained John Carmack's E3 badge and plans to use it to get into this year's show. They debate whether or not IDs are checked against badges, though none of them has ever been to E3.



They talk big, but they back it up... somewhat. In its two years of existence, the Association has managed to make some good connections in the Dallas game-development community. It hosts its own computer game conference, an annual event that brings local developers to the UTD campus for lectures on breaking into the game industry and technical seminars on development issues. The group also meets every other week to work on its project, a set of minigames featuring three classic themes: ninjas, pirates, and Vikings.

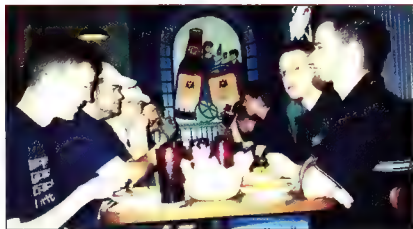
Brian Burleson, president of the SGDA, has made the group's most successful venture into the game industry. Last year, he took a game-design course at UTD taught by Monkeystone's John Romero (*Wolfenstein 3D*, *Doom*, *Quake*); a few months ago, he got a call out of the blue from his instructor, who asked if he would port Monkeystone's puzzle game *Congo Cube* to Java. The game-design course will soon become part of a new set of degrees offered by UTD's Institute for Interactive Arts and Engineering: the B.A. and M.A. of Arts and Technology, Computer Game Development—and a follow-up course, Advanced Computer Game Development—will continuously cycle through game-industry veteran professors. After cycling through eight or nine bowls of tortilla chips, the dangerously full SGDA members head back to campus.



The Institute resides in a building with a giant broadcast antenna jutting from its roof, the function of which no one seems to know. Recently purchased by the university, the building doesn't yet have an actual name. Institute Director Thomas Linehan shows us around the facilities, which don't currently amount to much. Linehan makes up for that with his enthusiasm.

"We're designing a full digital studio with green-screen capa-

bilities, a 14-camera motion-capture lab, and an immersive 180-degree projection environment," Linehan says. "We'd like to give our students some experience doing animation for widescreen." You can imagine the high-ceilinged room filled with lighting rigs, cables neatly snaking along the floor toward high-end production computers. Right now, though, the room is mostly empty, with computer kiosks lining the walls. At one



end, there's a control room behind studio glass; it's filled with more computers.

We make our way back to the classroom where the Student Game Developers Association has its meetings. "Nobody else uses this room, ever," one of the students says, flipping the chalkboard around to find last week's meeting notes erased. Linehan laughs uncomfortably; he's protective of his program. He makes it very clear that, although the

GAMING UNIVERSITIES

Trying to get your folks to pony up the cash for a degree in game design? Just tell them that these are actual accredited programs that offer you true-blue degrees. Here are three of the top programs out there—but more are sure to pop up in the next few years. Start studying now!

CARNEGIE MELLON UNIVERSITY ENTERTAINMENT TECHNOLOGY CENTER MASTER'S IN ENTERTAINMENT TECHNOLOGY

Admissions Requirements: An undergraduate degree must submit GRE scores or a portfolio of work
Estimated Tuition: \$18,667 per year

Degree Cost: \$37,334

Classes Began: 1999

www.etc.cmu.edu

Carnegie Mellon's Entertainment Technology Center is the Harvard of game-development programs, placing grads in internships and jobs at Electronic Arts, Rockstar, Maxis, and Angel Studios. But the program doesn't focus solely on games. "The Entertainment Technology Center is not exclusively a game design or development center," says Don Marinelli, co-director of the program. "We value game design and teach game design, but we also think that good game designers are well versed in other interactive media in the same way a good writer is a person of the word."

Now in its fourth year, ETC accepts programmers, artists, screenwriters, and anyone else with an applicable talent. Student teams focus on completing projects, most of which are real commercial products. One team at ETC is currently working on a Microsoft-sponsored simulation that teaches first-responder emergency workers how to react to an attack from weapons of mass destruction

Job Outlook Grads placed at Rockstar, Electronic Arts, Maxis, Angel Studios, Disney VR, and more.

Workload "The workload is intense, but manageable. It goes in cycles, with heavy pushes occurring just before big deadlines. But from what I know, that's the way the industry works, too."—Jason Yeung, first-year student at ETC, interning at Disney VR studios this summer.

Social Life "My social life now is better than when I was working full-time. All the students are very friendly with each other, and it's a good community. How can life be bad when my homework is to design a game and take a field trip to Disneyland?"—Jason Yeung

THE ART INSTITUTE OF CALIFORNIA - SAN FRANCISCO B.S. IN GAME ART DESIGN & B.S. IN VISUAL AND GAME PROGRAMMING

Admissions Requirements: A high school diploma

Estimated Tuition: \$5,488 per quarter

Degree Cost: \$65,856

Classes Began: 2001

www.aicaf.saii.edu

The Art Institute's two game-themed degrees are (understandably) skewed toward the art side of game development. The newer Visual and Game Programming B.S. provides more of a background in the technical side, while the B.S. in Game Art and Design sticks to 3D-modeling level design. The school has an active student developer organization; 30 of its members will attend E3 this year.

Job Outlook The program has already placed a few students in jobs before they even graduated. Going to school in the gaming corridor of San Francisco probably doesn't hurt, and the school has made connections with local developers like LucasArts and Double Fine. "Our program is designed to enable our students to acquire all the knowledge they need to get into the industry at an entry level," says Mary Clarke-Miller, academic director. "They're growing up here."

Workload "The workload here is pretty intense. I mean, I go to school to learn how to design videogames, but these days, I rarely get to play them."—Daniel Reiley Jr., first-year student in the Game Art and Design program

Social Life "Um, social life? I think I had one of those at one time, but I seem to have misplaced it. My nonschool friends think I have moved off-planet, and I have given up on the possibility of having any quality romantic time with a lady."—Daniel Reiley Jr.

UNIVERSITY OF BALTIMORE SIMULATION AND DIGITAL ENTERTAINMENT

Admissions Requirements: An associate's degree or 24 transferable credit hours

Estimated Tuition: \$6,912 per semester

Degree Cost: \$27,646

Classes Began: Associate's, 2003; Bachelor's, coming in fall of 2004

iat.ubalt.edu/sde

About as unconventional as an accredited college degree gets, the Simulation and Digital Entertainment program is split between a community college (Baltimore County) and a night school (University of Baltimore). Instead of the standard B.S. or B.A., students earn a B.T.P.S. (Bachelor of Technical or Professional Studies). SDE divides its instruction between games and simulations, and hopes to produce renaissance game designers. "We're interested in acquainting our students with every aspect of game design and development," SDE professor Stuart Moulthrop says. "They get some programming and some 3D graphic work, but most important, they prepare to be game designers."

Job Outlook Moulthrop sees two distinct career paths for his students: joining one of several local companies that produce technical simulations (Lockheed Martin, for one) or forging paths into the emerging world of independent games. "I think there are going to be people who just have that fire in their heart and want to create things, people who will find ways to build independent games and start small companies."

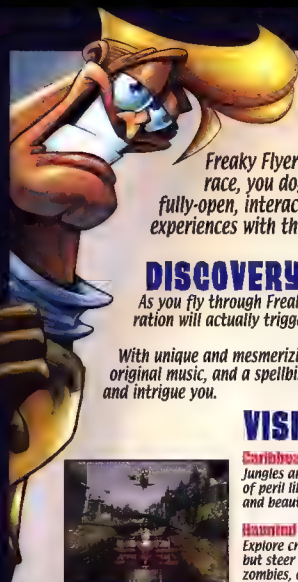
Workload "I've actually had less work to do with this—or maybe it's just that it doesn't feel like work. I love struggling and then suddenly figuring it all out. I'm enjoying working in class and not spending the entire class just listening. Most of all, I'm enjoying not writing papers."—Jennifer Nawrocki, first-semester SDE student

Social Life "I don't really have one outside of college, except for my family and a handful of noncollege friends. I hang out with the other people in the SDE program, as well as people in the Multimedia program."—Kristina Brigran, first-semester SDE student

FLY the FREAKY SKIES



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With unique and mesmerizing mini games and more than 1.5 hours of intriguing animated movies, original music, and a spellbinding back story, Freaky Flyers takes you on a journey that will challenge and intrigue you.

VISIT EXCITING LOCALES

Caribbean Danger Island-

Jungles and lagoons teem with all manner of peril like pirates, man-eating plants, and beautiful mermaids.

Haunted Transylvania-

Explore craggy peaks and haunted castles but steer clear of the giant spider webs, zombies, and diabolic machines of the mad scientist.

Buzzing Chicago-

Buzzing around the big city you'll loop and dive around gangsters and g-men exchanging heated words and hot lead.

Frigid Canada-

Fly through the lumberjack village; shoot down woodland targets, and even snag Big Foot in a net as you race.

Mexico's Coyote Canyon-

Travel through abandoned gold mines, rescue a damsel from the train tracks, fly through "East" Indian Casinos, and stop a cattle stampede and the rowdy banditos behind it.

War Torn Germany-

It is up to you to help turn the tides of war by delivering secret documents, fix the resistance factories, and blow up the German's tanks.

Arabian Nights-

Defeat the genie, find the sultan's treasure, shoot down the 40 thieves, and keep your head off the chopping block by showing off your air combat skills.

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Giant monsters are destroying the city, alongside ninjas, fighter jets, and little Freakymon monsters, activate the giant robot and save Tokyo.

Fly the Freaky Skies and see where the adventure takes you.

ONLY THE WILDEST CHARACTERS

Travel with over a dozen unique and alluring characters, each with their own beguiling stories.



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True-blue
American hero



Cactus Rose

Spicy bandita from
south of the
border



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The pinnacle of
German discipline



Baron von Slaughter

The terror
of Transylvania



Island Jack

The mellow ambassador
of a tropical
paradise

Sail away into the Freaky skies for the adventure of a lifetime!



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PlayStation 2



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BEWARE OF THE LAVA MEN
AS YOU PILOT THROUGH
THE SMOKING VOLCANO!

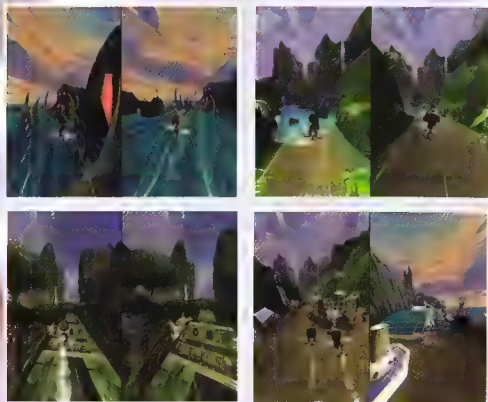
MAP OF DANGER ISLAND

PODGE CANNONBALLS
AS YOU BATTLE
BLOODTHIRSTY PIRATES!

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EXPLODE LIKE A BOMB!

MULTI-PLAYER MADNESS



Master the Freaky Flyers skies as you unleash your inner warrior and battle your friends in multiplayer mayhem. RACE head-to-head and exchange machine gun fire or choose from more than a dozen other lethal power-up weapons on every track! Challenge your friends to the intense action of Dogfighting Mode, but remember: in the arena, the pilot with the most skill gets the kill!

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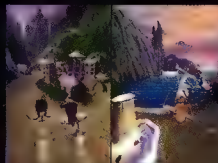
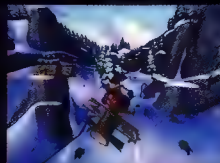
MIDWAY

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MAGAZINE

IT'S TIME TO GET YOUR FREAK ON

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PlayStation 2



Comic Mischief
Mild Violence
Suggestive Themes

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University of Texas Board of Regents is destined to approve the new degrees, it hasn't yet. When the degrees do officially become available, students going for a B.A. or M.A. in Arts and Technology will have their choice between a Visual Design Studies

ing programs and degrees

Games have spread from the dorm room to the classroom—but know what you're getting into before you apply. The programs that will actually land you a job will be tough. Jesse Schell, of the top-of-the-line Entertainment

Game development is popping up in the course schedules of colleges and universities throughout the country

focus and a Game Studies and Interactive Narrative focus, with the latter more directly related to game development. With both degrees requiring courses in subjects like black-and-white photography, film, storytelling, drawing, and the history of technology, you can hardly say the program is about games.

In one form or another, game development is popping up in the course schedules of colleges and universities throughout the country. Some schools, like UTD and the others listed over these pages, have created new departments and degrees to cater to students trying to equip themselves for game-development jobs. Many other schools are offering single courses or concentrations in exist-

Technology Center at Carnegie Mellon University, advises: "A lot of people say, 'Hey, I like playing videogames.' That's a lot like saying, 'Hey, I like taking baths, so maybe I'd like to be a plumber.' The two don't really have much to do with each other."

ON THE DISC

Don't miss PlayStation Underground's Dev 101 feature on this month's DVD!



COMING SOON

One day, you'll have the opportunity to become a doctor of gaming. No, we're not talking about being one of those creepy guys who hangs around the local arcade bragging about high scores and hardened thumbs. We're talking about tweed jackets, lush campuses, and eager students hanging on your every word.

ROCHESTER INSTITUTE OF TECHNOLOGY MASTER'S OF GAME DESIGN AND DEVELOPMENT

Admissions Requirements: A B.S. in Computer Science or applicable area
Estimated Tuition: \$7,655 per quarter
Degree Cost: \$45,930
Classes Begin: Fall 2004
www.rit.edu

"RIT is a very large, engineering-dominated school, so our program is focusing very heavily on graphics and engine development," says Andrew Phelps, associate professor at RIT. Though not slated to begin its first term until fall 2004, bits of the Master's of Game Design and Development program are currently available as a concentration in RIT's other computer-science graduate degrees. More than any other program currently available, RIT's degree aims squarely at programmers who want to specialize in game development.



SOUTHERN METHODIST UNIVERSITY THE GUILDHALL

Admissions requirements: An undergraduate degree or equal experience, plus a portfolio
Estimated Tuition: \$36,000 all-inclusive (books, supplies, laptop—you're on your own for housing, though)
Classes Begin: Summer 2003
www.guildhall.smu.edu

Promising celebrity profs from the Dallas development scene like John Romero (*Quake*, *Doom*, *Wolfenstein 3D*) and Tom Hall (*Duke Nukem 3D*, *Doom*), this new program hopes to feed students directly into local development companies. Students specialize in one of three areas: Art Creation, Software Development, or Level Design. Students take courses in their specialization but form teams to carry out game-development projects. The final project is a fully original game created from scratch. After 18 months, students get a nonaccredited certificate (not a degree), but have hopefully made the portfolio and industry contacts they need to get a job.



THE UNIVERSITY OF TEXAS AT DALLAS THE INSTITUTE FOR INTERACTIVE ARTS AND ENGINEERING

Admissions Requirements: A high school diploma, SAT scores (for the B.A. program)
Estimated Tuition: \$5,657.40 per semester
Degree Cost: \$45,259
Classes Begin: TBA
iae.utdallas.edu

Once approved by the higher-ups, UTD will offer bachelor's (B.A.) and master's (M.A., M.F.A.) degrees with optional concentrations in game studies. Far from the industry-specific training of local competitor SMU's Guildhall, IAE's eclectic course offerings (History of Technology, Science Fiction, Writing for Interactive Media) aim to expand the creative possibilities of games and to bring interactive elements into other forms of art, entertainment, and education. If all goes as planned, the program will even offer a Ph.D.





RESIDENT EVIL DEAD+AIM

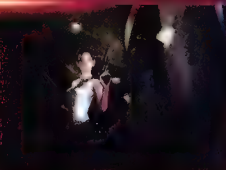
Face your gravest fears in an all-new, nightmarish first-person action-shooter adventure for your PlayStation®2 computer entertainment system. Encounter a new level of horror as you battle flesh devouring zombies and murderous mutants to regain control of a sea-jacked cruise ship lost in the Atlantic.



Intense, spine-chilling, zombie action with DEAD+AIM enemies.

Unleash your weapons, 35 top weapons, in this game.

Reclaim control of a sea-jacked cruise ship with DUALSHOCK 2.



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PlayStation 2



GUNCON 2



Blood and Gore
Violence

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FF: Unlimited Comes Here

The *Final Fantasy* anime series, *Final Fantasy: Unlimited*, will be broadcast on the Anime Network in late summer. Plus, a DVD set is due out this fall.

THE WATCHDOG

ASSEMBLY LANGUAGE

Here in the Watchdog column, I talk a lot about videogames and the First Amendment—and how I feel the latter protects the former.

When I say that, I'm usually talking about videogames in relation to the most obvious First Amendment right: freedom of speech. But recently, I've begun to wonder whether technology has reached a point at which other First Amendment protections also come into play.

If you haven't read the First Amendment—shame on you!—then you may not be aware that in addition to protecting speech, it also protects the freedom of the press, the freedom of religion (or lack thereof), and the freedom to petition the government when something's bothering us. It also protects the right of citizens to peacefully assemble—that is, to come together as groups.

It's the last of these that provides an interesting wrinkle. Videogames have historically been a fairly solitary activity—at most, a few friends at a time could get together to play—but with the advent of online gaming, people from all over the country (indeed, all over the world) can assemble in a virtual place for a shared common purpose. Typically, of course, that purpose is playing games. But many online universes are open and flexible enough to allow people to assemble for *any* purpose: It's not at all inconceivable, for example, that someone might try to schedule a "protest march" in a virtual world, and that hundreds or even thousands of players might sign on and show up specifically for that purpose. So ask yourself: Is this "real" peaceable assembly? Is it constitutionally protected? I think it might be...in theory, at the very least.

In the real world, however, there are several practical issues to consider, not the least of which is that online games are usually played on servers owned by private companies, which aren't bound to honor First Amendment protections. Then there's the software itself: User agreements could conceivably curtail certain forms of assembly. So much of the online world is privatized that this could be a moot point. On the other hand, the Internet itself is a quasi-public entity created by the U.S. government, even though it's now administered largely by private corporations. It's an interesting legal and philosophical nut to crack.

Regardless, what's really interesting about this line of thinking is that it shows how technology is opening new doors of expression and freedom as it evolves and grows. Think about that the next time you play online. Make sure you don't take any of it for granted.

What do you think of Scalzi's point of view? Peaceably assemble in the *OPM* message board at Gamers.com to tell him—or shoot him an e-mail at john@scalzi.com.



PLAYAS PLAY

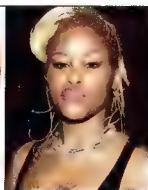
Eminem, P. Diddy, and Eve get their game on

Anyone who has seen rappers featured on MTV's *Crush* knows the celebs haven't hit the big time unless they've got a PS2 hooked up in the den. And in the bedroom. And in the stretch limo. Those rap stars sure do love that PS2. *Def Jam: Vendetta*

kicked things off, so it's no surprise that two of the biggest names in rap, P. Diddy and Eminem, are about to follow suit by going interactive. Sean "P. Diddy" Combs says he's working on a game about himself (surprise!) in which you're required to create an entertainment conglomerate by signing music acts. As for Marshall "Eminem" Mathers, *Conspiracy* is releasing a budget interactive PS1 tribute to the star. Due out

this summer, *Mix TV Presents Eminem* fuses the star's music videos with minigames, creating what's being dubbed a true fan-appreciation product.

Even one of the bad girls of rap, Eve, is about to take part in a game. She has been tapped to play Major Jones in Ubi



Soft's upcoming stylish first-person shooter, *XIII*. "My character, Jones, is a strong, sexy female with attitude," the self-described

"pit bull in a skirt" told us. "My fans will easily relate her to me."

It looks like everyone wants to get virtual now. Let's just hope R. Kelly doesn't get any ideas—although seeing this month's *Only in Japan*, we've got an idea on how his story could be done.

Blast From the Past

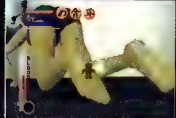
Lady Miss Kier, formerly of the pop act Deee-Lite, believes Sega's *Space Channel 5* has stolen her image and is now suing over it. Best known for "Groove Is in the Heart," Kier claims Sega's character Ulala resembles her a little too closely. According to the lawsuit, Sega representatives offered to license her name, likeness, and recordings for the game several years ago, for roughly \$15,000; she declined, and Sega appropriated her likeness anyway. Kier is now seeking \$750,000 for Sega's alleged misuse.

Let's just hope this cat fight won't affect Agatec's U.S. release of *Space Channel 5 Part 2*.



DATA STREAM

Time to Suck Again



Sony is working on *Mr. Mosquito 2* for a Japanese release this summer. This one takes place in Hawaii, with Mr. Mosquito tagging along in the Yamada family's luggage. Let's hope it eventually comes here!

Positively Not Gay



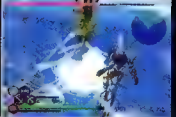
TOK has revealed *He-Man: Defender of Graykull* for a PS2 release this November. And just because it features muscle-bound men in tights riding oversized cats doesn't mean a single thing.

Mr. Bombastic



This July, Capcom will release a PS2 sequel to the cult favorite PS1 puzzle game *Devil Dice*. Titled *Bombastic*, it's packed with insanely addictive dice-rolling action.

This Game RahX



Bandai is currently working on a PS2 game based on the insanely popular mecha anime *RahXephon*. It features lots of shooting action and animated cut-scenes. For more on the series, check out this month's *Animania!* column on page 51.

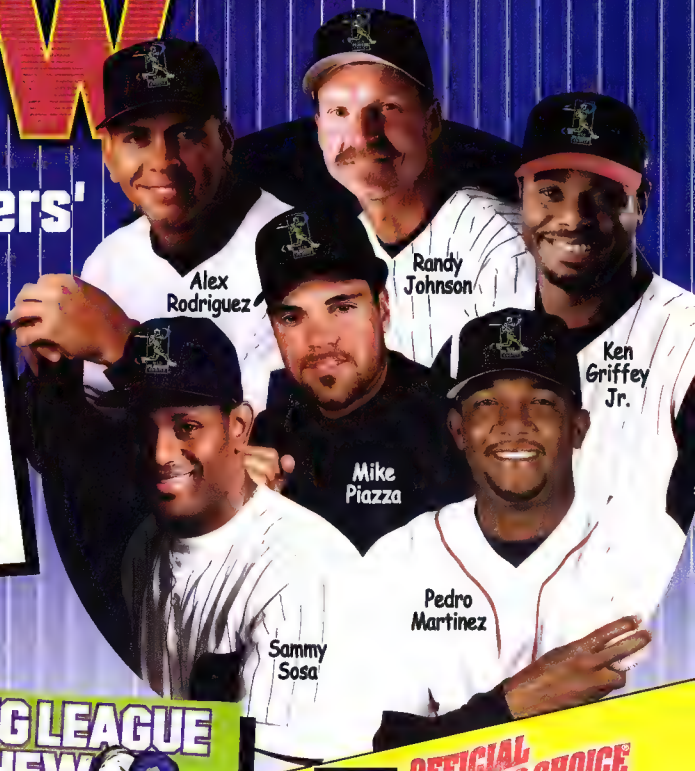
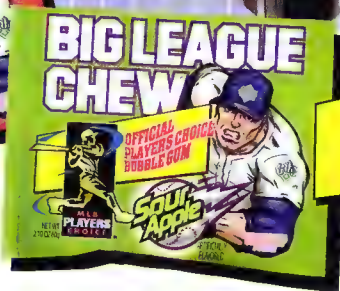
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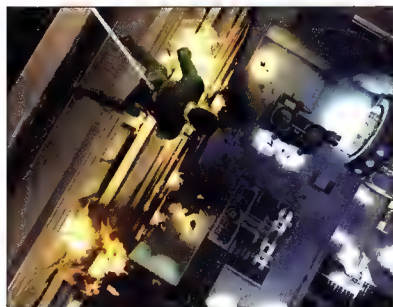


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BOND IS BACK!

The world's greatest secret agent returns with a whole new bag of tricks

When it comes to smooth-talking martini-sipping secret agents on PS2, none are slicker than 007. That's why EA is bringing Bond back for another run in *Everything or Nothing* (we have a feeling Bond creator Ian Fleming is flip-flopping in his grave over the title). But instead of being James Bond and seeing through his eyes, you'll take on a third-person perspective in this latest romp (Clash called it right!).

Even though you'll be behind Bond in the new game, the goal is to make it feel more like you are Bond. Whether you're trolling the Valley of the Kings in Egypt or the French Quarter in New Orleans, you'll be able to fight hand to hand or sneak your way out of sticky situations. That includes everything from bottle-bashing brawls to stealthy theft of foes' identities.

Naturally, the sticky situations might be easier to wiggle out of with a little help.

There's now a two-player co-op mode, along with four-player arena modes for some good ol' fashioned killin'.

The real Bond, Pierce Brosnan, returns to lend both his cyberscanned face and his voice (a first for the series), with accent in full effect, of course. And it's the accent that wins him the usual cast of eye-popping beauties that define any Bond experience.

Look for *Everything or Nothing* when it hits this fall.

NEED FOR URBAN SPEED

If you're one of the masses who loved the breakneck speed of Rockstar's *Midnight Club II*, you're in for a treat with EA's *Need for Speed: Underground*. But instead of just burning nitrous to win races and nab new rides, you'll be able to customize your vehicle using parts from some of the biggest aftermarket manufacturers, like AEM Inc., Audiobahn, Bilstein, Dazz Motorsport, Eibach, HKS, Holley, Injen, MOMO, Neuspeed, and StreetGlow.

Once you've built up your auto, get online and battle other souped-up cars from around the globe. The flag drops in early 2004.



DATA STREAM

Bring Us to Tears?



Capcom has revealed its new cel-shaded 3D action title, *Crimson Tears*. It's being developed by Dream Factory, which previously handled *The Bouncer* for Square. Join us now in crossing our fingers.

Talk About a Switch



Namco has revealed a sweet-looking third-person shooter called *Kill Switch*. It allows you to hide behind objects while firing at enemies. The odd part? It's from the team that brought us *Pac-Man World*.

She-Nobi



Sega is working on a sequel to *Shinobi* called *Kunioichi*, due out this fall. The cool part? This one has you playing as a female ninja (Kunioichi means female ninja in Japanese).

Bazooka for a Leg!



Sega's Wow Entertainment is working with famed Japanese manga artist Osamu Tezuka (*Astro Boy*) on a game called *Dodora*. In it, you star as Hiyaikimaru and wage war with a bazooka embedded in your leg and a blade attached to your arm. Too cool!

MACE GRIFFIN
This is what he looks like.
Kinda like Henry Rollins. Yep.



PUMPED

Henry Rollins takes some time from his oh-so-busy schedule to play the voice of Mace Griffin

With a schedule that includes making music with the Rollins Band, writing books, hosting TV shows, running his company 2.13.61, providing voices for cartoons, organizing benefits for the West Memphis Three, and appearing in movies like *Bad Boys II*, it's not surprising Henry Rollins doesn't have time to play videogames. And yet the always-busy Hank—who just released two new spoken-word albums, *Talk Is Cheap Vol. 1* and *2*, through his website (www.21361.com) and will spend the summer touring with the Rollins Band, with all the proceeds going to the West Memphis Three—somehow found the time to be the hero of *Mace Griffin: Bounty Hunter*. Imagine that.

You've talked before about how you're not into videogames. What was it about Mace Griffin that got you interested in being the voice of the character?

I liked the plotlines and thought that I could do a good job at it. I'd had never done this before. I'd done voice-overs before, but not

was most important, to get a visual on the face and body type.

How did the script for Mace Griffin compare with the movie scripts you've read?

He's a tough guy, so there's a lot of that laconic Hemingway-esque talk, which I take to quite well as

there was a lot more to it as far as character development. That was more fun for me.

Have you talked to the designers about using a Rollins Band song in the game?

They've spoken with my manager about placing some songs in.

I can remember. I think we have a song in something that Tony Hawk, the skater guy, put out, but I'm not sure.

Have you seen the finished product? I haven't seen the finished product. I'm on tour and will see it at

"He's a tough guy, so there's a lot of that laconic Hemingway-esque talk, which I take to quite well as far as delivery. There was no cringe factor."

an involved character, so I considered it a new challenge and went for it.

Did they show you any of the game before you signed on?
I basically saw some of the game and what Mace looked like. That

far as delivery. It was well written and there was no cringe factor.

Was doing the voice of Mace very different from doing the voices of Bonk and Mad Stan on the *Batman Beyond* cartoon?
This was not as high volume, and

there, but I don't know where that's at right now.

Had you been approached before about doing the voice of a videogame character or having a song in a game?
This is the first and only time that

some point, I guess.

So, I guess you haven't had a chance to play the game?
I've had no chance to play the game. I'm not much on games, but I'll give it a try at some point.
—Paul Semel



A Hollywood Getaway

According to the *Hollywood Reporter*, a big-screen version of *The Getaway* is scheduled to start production in 2004. Let's hope Guy Ritchie will direct.

WHAT EVER HAPPENED TO?



BATTLEBOTS

We first broke the news of a *BattleBots* game way back in the February 2001 issue in response to a letter from reader Charles Jackson. A big fan of the then-hot Comedy Central show, which pitted homemade robots against each other in arena combat, Jackson wanted to know if a game was in the works. Yep, a representative from the show told us. "We want to do a real high-end game," he said.

But it wasn't until the October 2002 issue that we finally previewed the game. And then...everything went quiet. We caught a glimpse of *BattleBots* at a January event hosted



by publisher THQ, but we got next to no new info on a projected March 25 release date.

That's a bit surprising, since the game was under development by Warthog, a studio composed of many ex-Psychosis (*Colony Wars*, *Wipeout*) veterans. We were expecting THQ to make a bit more noise about what looked like a promising title. But when Comedy Central dropped the show and the March release date came and went, we started to suspect something was up.

Sure enough, it was. According to a THQ spokesman, development of *BattleBots* was discontinued in early 2003 based on insufficient product quality and/or marketability. "Yeah, Sounds like interest in the franchise waned a little too quickly after the show was canceled."

While the show may be gone, it's definitely not forgotten—in fact, the league itself is still going strong. From *BattleBots* Inc., "BattleBots Inc. is currently exploring other television and live events options. We are currently planning a live tour of venues across the country."

MUSOU MASTER

5 questions about Dynasty Warriors 4

1 What were your goals for improving the *Dynasty Warriors* formula in this game?
With *Dynasty Warriors 4*, my intent was to improve the quality of every aspect of the series—to make the best *Dynasty Warriors* yet. I tried to improve the quality of the game and to keep longtime players satisfied. However, I'm not sure if we have achieved that yet. We're looking forward to hearing players' opinions.

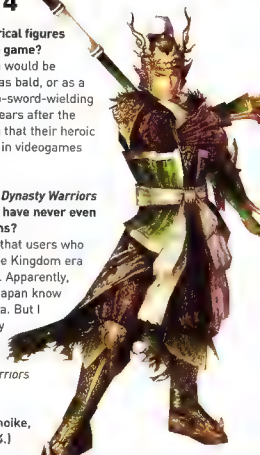
2 Which character do you use the most?
My favorite is Ma Chao. In previous games, his ability was weaker compared to other characters; however, his ability is improved even when he's on horseback. I often use him because he gets stronger if he uses special items.

3 Are there any other historical scenarios you'd like to see in a *Dynasty Warriors* type of game? Or maybe a movie license?
I have suggested for a long time that we use the *DW* engine with other materials, but I've had a difficult time getting it through the company [laughs]. I'd love to take on the challenge of a movie license if I ever have the opportunity.

4 What would these historical figures think about starting in a game?
I assume that some of them would be upset about being depicted as bald, or as a masked warrior, or as a two-sword-wielding pretty boy. However, 1,800 years after the fact, I think it's a great thing that their heroic exploits have been depicted in videogames released around the world.

5 Why do Westerners find *Dynasty Warriors* so intriguing when most have never even heard of the Three Kingdoms?
I intended to create a game that users who aren't familiar with the Three Kingdom era of Chinese history will enjoy. Apparently, only 30 percent of users in Japan know about the Three Kingdom era. But I have heard many players say they became more interested in Chinese history after playing the *Dynasty Warriors* series.

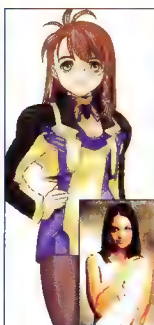
(Answered by Takazumi Tomoike, producer, *Dynasty Warriors 4*.)



DREAM CAST

Yeah, we know what you're thinking: *Xenosaga* [the game] is already just a few polygons shy of being an interactive movie, so why bother casting an actual film? Because it's a great excuse to surf the Web searching for pics of hot starlets! That, and the fact that it has a story and a cast that can actually hold up on the big screen.

Got any ideas for a *Dream Cast* of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST



Shion: Katie Holmes

After her star turn in *The Gift* [well, at least a star turn for her tasty tatas], this Dawson Creeker is set to strut her stuff as the sassy chief engineer Shion. Remember, in the future, all science officers wear skimpy outfits. Yeah!



K05-M05: Lacey Chabert

Who knew that little girl from *Party of Five* would turn out to be freakin' hot? Who knew a robot could be equally as hot?! Wowza!



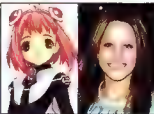
chaos: David Gallagher

Gallagher might be a bit too butch for the androgynous chaos, but we're betting he can stretch his acting chops on this quirky character.



VX-10000: EVA 2

You thought the red Evangelion was down for the count, but no—it's back and better than ever in its big breakout role



MOMO: Amanda Bynes

So sweet, so innocent, so perky...Amanda Bynes is ready for her first darkly demure role as the proto-type Realian MOMO.



Ziggy: Matthew McConaughey

One is a combat cyborg. The other plays the bongo nude with another man. But, hey—they look alike



Jr.: Haley Joel Osment

Both are boyish on the outside, but wise and experienced beyond their years on the inside. Jr. and Osment are a perfect pair.



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Dominic Chianese

**SPIN**

"I see you, but
you still don't
exist in my world."

ROCK THE CRADLE

Bigger, better, and busting with adventure, Lara Croft returns to the silver screen

Quick: Close your eyes and picture Lara Croft. What do you see? Yep, we thought so—not the game icon, but Angelina Jolie. Despite starring in a mediocre film, Jolie has remade Lady Croft in her own image, transforming the virtual vixen into a likeness of herself. And it has paid off. Thanks to Jolie's star power, *Lara Croft: Tomb Raider* raked in over \$300 million.

But a lot has changed since the film was released back in the summer of 2001. Moviegoers expect more. Heck, we gamers expect more. It's not enough to grab onto Lara's holsters and hope for another wild ride at the box office.

The good news? The people at Paramount agree. That's why they've hired a new director. That's why they've written an actual story. That's why they've kept the action hot while making sure the character development is even hotter. And that's why we've got five reasons you should look forward to *Lara Croft and the Cradle of Life: Tomb Raider 2*, set to hit theaters July 25.



1. THEY'VE LEARNED THEIR LESSONS

Producer Lloyd Levin, director Jan de Bont (*Twister*, *Speed*), and even the game's creators at Core agree that the first film had a remarkably weak story. It's a concession that's rare in Hollywood, and one that could give Paramount's newest movie franchise very long legs—If the second film delivers on the promise that fans had hoped for the first time.

"We learned a lot of lessons on the first movie," explains Levin. "We're staying away from the cartoony stuff we did in the first film. This one employs a whole new visual style. It's more realistic, edgier...more dimensional. It offers a much more complex palate than the first one."

Levin also realizes that "the success of the first movie was fueled by the game players," and hopes that an improved sequel "will play to a broader audience." The fact that this film began with a completed script, something the original never had, bodes well.

2. LARA GETS REAL

Levin is quick to admit the first film didn't challenge its Oscar-winning actress (who's signed on for three films). After several cuts, the movie turned into nothing more than a series of blustery action sequences. This time around, Jolie—who's more comfortable with Lara Croft now—will be allowed to emote.

"In the first film, we had to walk that fine line between the game and reality," Jolie tells us. "Now, we can just make Lara that much more human. For me there was also that first time I had to walk out in shorts and some tight outfit—I personally just found that really uncomfortable. And now I don't mind. I've gotten into enjoying being her, whereas last time I still found it ridiculous when I looked in the mirror."

Even de Bont was surprised by how in tune Jolie was with Lara. He should know, since he's a *Tomb Raider* fan, thanks to his 12-year-old son, who has played the games. After failing to get the directing gig on the first film, de Bont was thrilled to help set things right with the franchise.

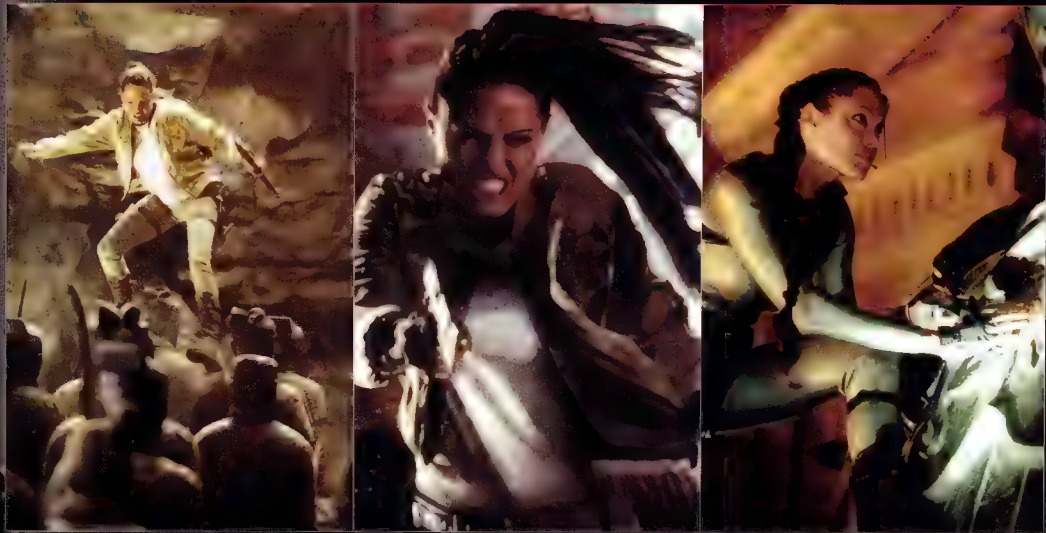
"Story's very important for a successful movie," says de Bont. "You need coherent story."



OVERHEARD "No smoking, no full frontal nudity, and, uh, I don't think she can kill puppies, or something like that."
—Producer Lloyd Levin on *Core's* Lara Croft restrictions



BOOB RAIDER
Wanna peek at Jolie's juicy jubbles? Rent these: *Gia*, *Original Sin*, and *Foxfire*



photos Copyright 2003 by Paramount Pictures

and meaningful relationships, otherwise the movie is a bunch of action sequences. We deliver on both counts. We have the action and a good story and strong characters."

"A lot had to be established in the first one, so we didn't have time to get into who Lara is—what she fears, what she loves, what makes her laugh, what she finds sexy—all the things that make for an interesting film," Jolie says. "It's been great to explore those things and put her in situations where she's forced to come out of her stoic exterior."

3. IT'S GOT A LIVE SHARK!

Don't worry—there's still plenty of action. "We upped the action quotient in this film, which has two to three times more than the first one," Levin promises.

As was the case in the first movie, the fearless Jolie performed most of her own stunts. And the stunts are much more extravagant now, thanks to a story by Levin and Production Designer Kirk Petruccioli.

"Angelina will train and try almost anything," says second-unit Director Simon Crane. "She'd make a great stunt person if she wasn't such a great actress."

Along the way, the adventurous Jolie suffered a few injuries. "I'm missing a slight piece of my right elbow," she laughs, explaining that a boat collision was the cause. "And a shotgun shell went in my eye, but that was more of a funny thing that just stalled us for a few hours."

Neither Jolie nor *Lara* has a problem with heights, as evidenced by the film's sky-diving sequence. On the second day of *OPM's* exclusive set visit, the actress spent most of the afternoon climbing atop a 60-foot statue of Alexander the Great—without a safety harness, at times.

Jolie also had the chance to learn Kendo,

elaborate treasure hunt.

The Cradle of Life sends Lara on a search for Pandora's Box that spans China, Greece, Hong Kong, Tasmania, and Kenya. Although some were filmed on location, many sequences took place on massive sets built on London's famed Pinewood Studios. "The settings offer greater variety, from ancient

shadow warriors battling Lara and her entourage as they close in on Pandora's Box. The other is the locale for the film's first scene: The Luna Temple is a massive tomb built on a 30-degree angle that's flooding with water. A 60-foot bronze statue of Alexander the Great is the centerpiece of the tomb, which also includes massive stat-

"In the first film, we had to walk that fine line between the game and reality. Now, we can just make Lara that much more human."

to perfect a 27-point military rifle drill [used in combat against sword-wielding enemies], and to fire weapons underwater. She also begged to film one highlight of the water-logged script [which includes jet skis, underwater bike rides, and escaping a flooding tomb]: an encounter with a real shark. The producers, though, deemed the stunt too dangerous and used a double and computers to finish the sequence.

When the extravagant stunts were beyond human daredevils, the film employed computers to make the impossible possible—like a motorcycle race across the Great Wall of China. "This film is much more involved with special effects, not just in quantity, but in the ambitions of the CG," says Levin. "We have a wider variety of effects that are being employed in more interesting ways."

4. SCINTILLATING SETTINGS

In a *syl* reference to *Tomb Raider: The Last Revelation*, the movie opens with an action sequence that leaves Lara believed dead and buried in a tomb destroyed by a volcanic eruption. After that, the movie turns into an

to mythological to futuristic," Levin says.

As is typical in Hollywood, everything is bigger in this \$100 million sequel.

Paramount spared no expense on the film's sets. One of the most impressive was built outside: The Pagoda Square set re-creates, in unbelievable detail, a small city square in Shanghai, adorned with flashy lights, quaint store fronts, and a large temple in the center. In the film, it's the setting of a nighttime action sequence in which Lara rides a neon sign across the town's rooftops and faces off against an army of baddies who land in a helicopter in the center of town. She escapes by riding a pair of bulls through the streets, guns blazing.

Another large outdoor set is the Batikal Prison in Kazakhstan, complete with tanks and cannons. Lara must infiltrate the prison and rescue Terry Sheridan (played by Gerard Butler). Sheridan and Lara develop a relationship during the adventure.

Inside the studio's massive 007 Stage (so called thanks to the many Bond films made here) are two huge sets. One hosts a petrified forest—which, in the film, appears toward the end of the adventure, with CG

ues of horse-drawn gladiators and a shark-infested pool of water.

Toward the middle of the film, Lara travels to China to explore yet another tomb. The studio set features 60 terracotta stone warriors—which, unlike the stone monkeys in the first film, do not come to life. This time around, Lara battles Chinese henchmen, destroying the statues along the way.

The movie uses Wales to double for China (Paramount hired every Chinese-food restaurant employee in town as extras) and even filmed a sequence on an active volcano in Africa, complete with rescue choppers ready to whisk the crew away to safety.

5. PUSHING THE BOUNDARIES

Although Jolie doesn't wear Lara Croft's trademark shorts in *Cradle of Life*, she does sport seven sexy outfits, including a bikini. But what many fans remember most fondly from the first film is that tantalizing glimpse of Lara in the shower. Well, things get even suttier in the sequel, thanks to a sex scene that de Bont promises will "push the boundaries of PG-13. It's very sexy."

—John Gaudiosi



SEGA'S SONIC BOOM

The rebirth of Sega...again! How many times is that now?

Sonic the Hedgehog may be the hardest character in gaming. Outside of his marquee appearances, the poor guy's name has been dragged through the muck, thanks to a host of bad handheld games and latter-day "collections" offering very little that hasn't been seen before. Yet somehow, Sonic's

appeal remains strong.

Sega's decision to sustain Sonic in the post-Dreamcast era has been hindered by its questionable resistance to bring its mascot to the largest audience in gaming. Why the steady flow of GameCube remakes? Who knows?

Finally, common sense has prevailed. At E3, Sega unveiled

Sonic Heroes, its first *Sonic* game for PS2. Unlike previous *Sonic* titles, *Heroes* is more than a 3D platformer played at warp speed; now, it's all about cooperation. You control three characters [these screens show Sonic, Tails, and Knuckles, but other teams include the Chaotix group populated by a bunch of bad guys] that collabo-

rate to solve puzzles and collect rings. It's Sonic's first major gameplay change since his move to 3D four years ago. One editor described *Sonic Heroes* as "Sonic Team's version of *Lost Vikings*" (an ancient game by Blizzard, recently re-released for Game Boy Advance). We'll have more screens and info next month.

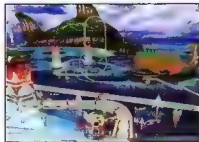
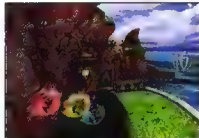
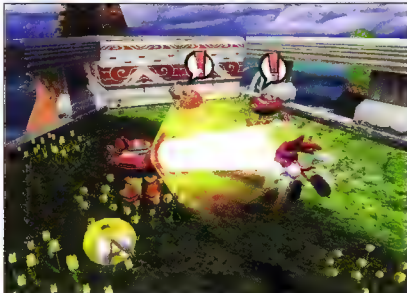
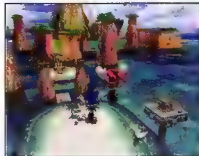


Illustration by Crystal McNeil

ALLEGEDLY...

During the development of *Sonic 2*, *Sonic* creator Yuji Naka attempted to throttle then-coworker Mark Cerny.



WHO WILL SEGA MERGE WITH?

Sammy's out...so is it EA? Namco? Microsoft?

Gamers were flummoxed by the news in March that Sega and Sammy were to merge operations in Japan. Sega, which has had trouble finding its feet since pulling out of the hardware business in 2001, is still a highly regarded, if somewhat quirky game developer and publisher. Sammy, also a unique team, is predominantly in the

do best.

But news emerged in late May that the partnership had been suddenly called off, dashing all hope of a *Virtua Crazy Sonic Happy Samurai Pachinko* title. Third parties continued to circle around Sega (both Electronic Arts and Microsoft were said to favor Sega as a turnkey opportunity to become "big in Japan"), but it turns out

"[Sega] has betrayed and embarrassed us. We don't really care [if the deal goes through or not] anymore."

business of Japanese pachinko machines (imagine a combination of pinball and slot machine that's quite stupendously boring and yet beloved by Japanese folks). The rumored partnership certainly wouldn't have set the companies on the road to world domination, but they would have complemented each other quite nicely, thank you. Boring? Oh, yes. Sensible? Of course—that's what Japanese businesses

that leaked news of an offer from Namco is what finally broke things down between Sega and Sammy.

"[Sega] has betrayed and embarrassed us," a senior Sammy executive said in late April. "We don't really care [if the deal goes through or not] anymore."

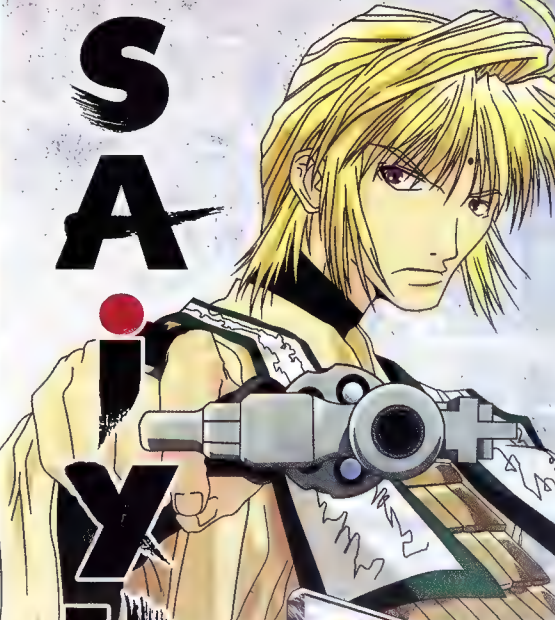


Well, that much is clear. It didn't. Nor did the Namco deal, leaving Sega jilted twice.

SONIC HAPPY MEAL?

In late June, McDonald's will introduce one of its largest-ever Happy Meal promotions. Hand over \$1.99 for your tiny burger and fries and they'll be accompanied by one of six electronic games featuring either *Sonic the Hedgehog* or *Super Monkey Ball*. The games are apparently some of the most advanced bits of tat that have ever been shoved in a box along with a slice of microwaved cow flesh.



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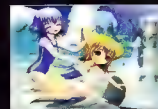
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YUMERIA

Pac-Man, Ridge Racer, Tekken—just some of the venerable franchises produced by Namco. Universally respected as it might be, even Namco has a few skeletons in its closet. For every *Soul Calibur* there's a... *Yumeria*. Well, let's be fair: *Yumeria* isn't a bad game. For all we know, *Yumeria* may very well be a great game. From the pictures, you'd assume this is one of those wacky Japanese dating sims. You'd be wrong. Although it shares the same basic gameplay angle (chat it up with cutesy anime girls), there's also an action-shooter portion—and the main object of the game *isn't* getting the women in the sack. Instead, it's rather more insidious. There's a convoluted plot involving a character literally plucked from your dreams (predictably, she's young, cute, and "willing"), along with a disturbing dreamworld where girls wear cat ears. But the most striking thing about these girls is their age. The "grandmother" of the bunch is 22, while others clock in as young as 14. This wouldn't be so disturbing if *Yumeria* wasn't so, er, hands-on. Literally. Your hand appears while conversing with the characters, and you can touch them to change the outcome of



events. Before slipping into the brief and totally bizarre shooter segments, various parts of the girls' bodies will light up, and touching them in the right spots leads to maximum effectiveness. You're not giving a kindly pat on the back here, either—among areas lit up for touching with a gentle stroke is the, um, lower pelvic region. Given the apparent age (even the 22-year-old looks underage) of the characters, this makes us somewhat uneasy. Don't look for *Yumeria* to come over to America anytime soon—although we'd be lying if we said we weren't hoping for Namco to bring it here, if only to see just how on Earth they'd explain this.

OTHER HANDS-ON GAMES

Black & White (PC): How better to control a God game than with, say, the hand of God? An innovative interface saw your hand controlling everything—from disciplining your creature with a sharp slap to "pleasuring" it....











Wario Ware (GBA): Among this brilliant collection of manic microgames is one where the object is to tick your finger up your nose. Now, that's hands-on.



SUMMER LOVIN'

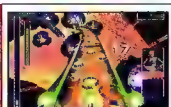
Beat the heat with our summer rental roundup

Sunshine is bad for you. Barbeques are bad for you. Getting bitten by a poisonous jellyfish, then curling up into a ball as your throat constricts and your body spasms, is *really* bad for you. So what to do during those dog days of summer? Lock yourself indoors and play videogames! Assuming you've already made your way through the blockbuster releases, we've prepared a dozen top rental choices for some gaming goodness that you might have otherwise overlooked.

 Breath of Fresh Air Why don't you sample something new?	 Limited Appeal Best to try it before you buy it.	 Short but Sweet Perfect for a quick summer fling.	 Must Play It's just too hot to miss out on
 Good but Flawed Kinda like a day at Six Flags.	 Play With Your Pals Cool down with a few buds.	 Weird and Wacky These games are crazy from the heart.	 Rental Only What to do on a dull, rainy day



.hack (series)
***** Bandai
Diligent gamers will find this a solid diversion, but the...
***** Bandai
Diligent gamers will find this a solid diversion, but the...
***** Bandai
Diligent gamers will find this a solid diversion, but the...



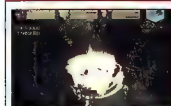
Amplitude
***** Sony CEA
Hey, now, you're a rock star. Get your game on, Go, play. The best news: There's no Smash Mouth anywhere to be found in this stellar but short-lived music game.



Auto Modellista
*** Capcom
The solo-game racer is as fun as it is a closed garage with the car. Despite the...
*** Capcom
The solo-game racer is as fun as it is a closed garage with the car. Despite the...



MGS2: Substance
***** Konami
If you haven't yet played MGS2, then you're probably too poor to afford a PS2. If you have, then you'll still want to rent Substance for all the extra gameplay goodies.



Breath of Fire: Dragon Quarter
***** Capcom
So you die, then start over, again and again. That's part of the game. Hey, we love it—but it's quirky enough that you'll want to try before you buy.



Chaos Legion
***** Capcom
Spend your time...
***** Capcom
Spend your time...



Clock Tower 3
*** Capcom
We thought it fell flat in the fright department, but other gamers found the wacky story to be totally creepy. Either way, it's a solid quick fix for survival-horror fans.



Colin McRae Rally 3
***** Codemasters
It's just another game...
***** Codemasters
It's just another game...



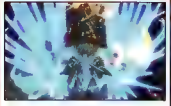
Jurassic Park: Operation Genesis
***** Vivendi Universal
Serious PC-style strategy...
***** Vivendi Universal
Serious PC-style strategy...



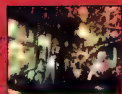
NBA Street Vol. 2
***** EA Big
Yeah, we know tons of you already own it, but we still need to give it a holler for all you sports huns. Grab some pals and check this out—it might change your mind.



Primal
***** Sony
This may be the best...
***** Sony
This may be the best...



ZOE: 2nd Runner
***** Konami
A chaotic yet brilliantly visceral game. Translation: It looks damn-freakin' awesome. It has also got some of the slickest mech action around. Too bad it's all over so quickly.



FINAL FANTASY XII
Final Fantasy + Matsuno = We can't wait!

Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake

All kinds of things are happening in the coming year, but with *Metal Gear* and *Gran Turismo* already out of the bag, what's the big gossip?

FINAL FANTASY XII

Beyond the major games announced at E3, what else is there that's moga huge to look forward to? Don't forget that there's another *Final Fantasy* set to rear

its gorgeous-looking head in the coming months. Early rumors that *XII* would make it to U.S. gamers, before *XI* crashes its way into our online lives are looking to be unfounded. Expect the game to emerge in late 2004, with screens and info probably starting to turn up by this fall. What we do know so far is this: It's a single-player game, not online, but it may have



some online elements (think downloads, minigames, and more). The game is being overseen by Yasumi Matsuno (*FF Tactics*, *Vagrant Story*) and Hiroyuki Ito (*FFIX*). Early speculation has it likely to be a dark, broody affair, thanks to Matsuno's influence. Early images that have appeared in job postings in Japan certainly imply something with more in common with *FFIX* (plenty of airships—although that's nothing new).

VII-2

Keeping with the Square Enix news, I hear that *Kingdom Hearts 2* is still possibly in question with Tetsuya Nomura and his chum. Why? Held onto your hat here...it's because Nomura still really, really, really wants to do a proper sequel to *Final Fantasy VII*. Imagine something in the vein of *FFX-2*: same cast, amazing visuals, and an extension of the story that everyone loves so much.

MIDNIGHT CLUB 3

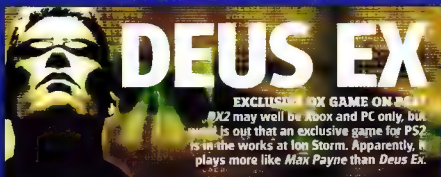
Everyone seems to love *Midnight Club 2* (editor-in-chief Davison especially), so it's no surprise that rumors are already circulating about another sequel. For the third installment, expect customizable cars, greater emphasis on online play, and lots of drag racing.

SLY RETURNING?

Jak and *Daxter* are back. *Ratchet & Clank* are back...but what about *Sly Cooper*? I'm hearing that we may start to see early info on a *Sly* sequel by early 2004.

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_macclaver@ziffdavis.com



DEUS EX

EXCLUSIVE: GY GAME ON BOSS
DX2 may well be Xbox and PC only, but it's our turn to have an exclusive game for PS2. It's in the works at Ion Storm. Apparently, it plays more like *Max Payne* than *Deus Ex*.



RALLY

WRC ONLINE WITH EYE TOY SUPPORT
Although *WRC2* is yet to have a U.S. publisher, a third game is already in the works. Play online and map your own face onto the driver model with the aid of the Eye Toy camera.

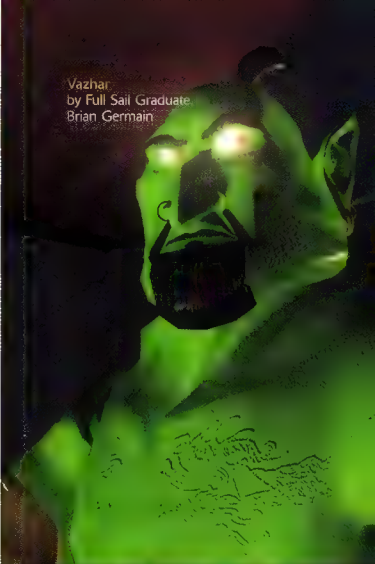


RASH

NEW ROAD RASH COMING
Those busy Canadians at Electronic Arts' studio in Vancouver are apparently hard at work right now on revitalizing the *Road Rash* franchise. Expect a renaissance as impressive as *Need for Speed*.

DANCIN'

WITH AN EYE (TOY) ON THE DANCE FLOOR
Wondering what possible fun the Eye Toy could really be? Imagine what a dancing game could offer by watching you get your groove on. At least two teams are rumored to be working on concepts.



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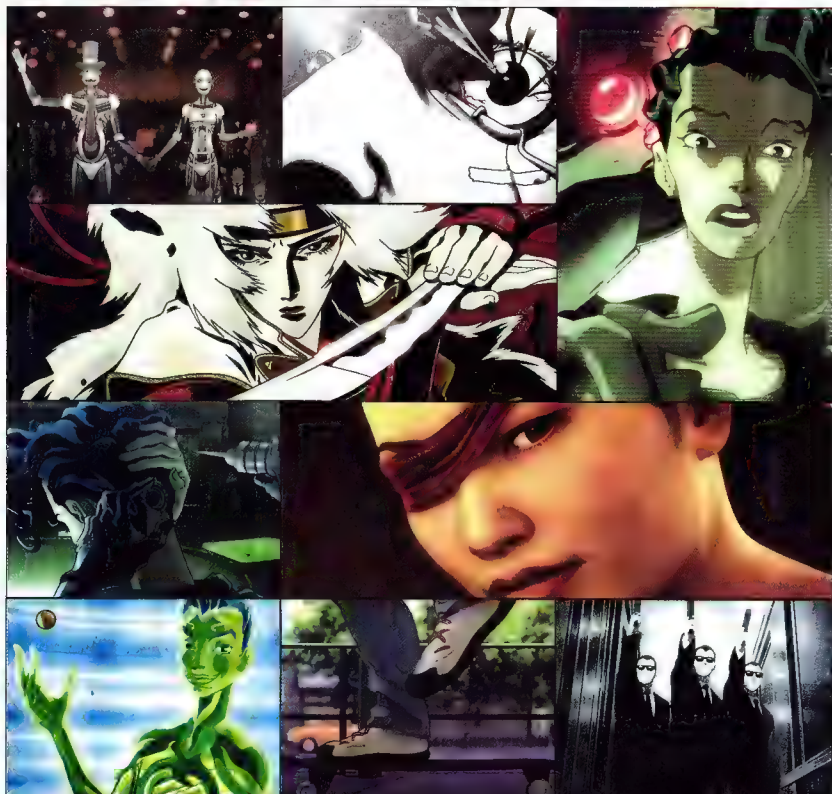
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DVD REVIEWS

By John Scalzi



THE ANIMATRIX

Nine new ways to jack into the Matrix

Matrix masterminds the Wachowski brothers know what side their bread is buttered on—*The Matrix* and its sequels may be massive popular hits, but they're also something close to religion to a whole load of geekoid fanboys (and girls). For these, the brothers have sent a mash note in a language every geek can understand: anime. *The Animatrix* is an expansion of the *Matrix* universe by way of nine roughly 10-minute short films, created in varying animated styles (but most relating to anime in some way), and all nine inform and explore the *Matrix* in fascinating and sometimes surprising ways.

The segment that has gotten the most attention is actually the most conventional: "The Final Flight of the Osiris," the computer-animated segment created by Square. The computer-animated humans have gotten better since *The*

Spirits Within, but the story is a straight-ahead segment setting the scene for *Matrix Reloaded* and the *Enter the Matrix* game. The variations are more interesting: "The Second Renaissance" segments are a horribly graphic but compelling telling of the war between humans and machines, while "Matriculated" suggests another option for man and computer besides war. A couple are pretty much what you expect storywise, but each comes with its own groovy visual style.

DVD extras focus on the animators, many of whom are anime superstars, including Shinichiro Watanabe, Koji Morimoto, and Mahiro Maeda; there's also a preview for the *Enter the Matrix* game, as if you haven't bought it already.

Movie Score: ****

DVD Extras Score: ****



UPCOMING DVD RELEASES

June 3, 2003

About Schmidt
The Animatrix
Die Another Day
Empire Records
The Incredible Hulk: OTP
Invisible
South Park: Season 2
Star Trek DS9: Season 3

June 10, 2003

The Brady Bunch Movie
Buffy the Vampire Slayer: Season 4
Murphy's War
Old School
Tears of the Sun
A Very Brady Sequel

June 17, 2003

Deliver Us From Eva
Stargate SG-1: Season 3

June 24, 2003

Cowboy Bebop: The Movie
Dark Shadows Collection 6
Freeway
The Hours
Just Married
Kangaroo Jack
Mutant X: Season 1, Disc 1
Punch Drunk Love

ABOUT SCHMIDT

(Jack Nicholson, Kathy Bates)

Jack Nicholson is so identifiable that he is perhaps the only actor in the history of film ever to get an Oscar nomination for playing the exact opposite of himself: Warren Schmidt is a retired actuary from Nebraska who has no interests and is wholly uninteresting, and to see Jack shoehorn into such a bland character must have tickled all his pals in the Academy to no end. What's really impressive is that Nicholson makes you feel for the guy, not because he's Jack playing a schlub, but because Jack lets the schlub inside come out for a couple of hours, and he's fascinating and sad all at once. It's a side of Nicholson you haven't seen before.

The film also has a side of Kathy Bates you've never seen before either, but that's because she has a nude scene. Hey, she got an Oscar nod, too. Let's see you do that, naked in a hot tub. DVD extras: a stack of deleted scenes.

Movie Score: *****

DVD Extras Score: ***

WELL, DUH

Halle Berry and Kim Basinger are the only Bond girls with Oscars—but Basinger earned hers 15 years after her Bond appearance.

DELIVER US FROM EVA

(LL Cool J, Gabrielle Union)
LL Cool J is one of those rapper/actors who is more fun to watch than most of the movies he's in, so it's nice to have him show up in a film that's not like stabbing yourself in the eye with an unidentifiable paper clip from start to finish. *Eva* is a perfectly nice take on *The Taming of the Shrew*, in which LL Cool J takes five grand to convince Eva (Gabrielle Union) he's in love with her. Yeah, tough gig. Absolutely nothing about this is original (you know she'll find out, but they'll both eventually fall in love, blah blah blah), but it's nice enough, and given LL Cool J's track record, it could have been a lot worse. Extras load up on director commentary, videos, deleted scenes, and a making-of feature.
Movie Score: ★★
DVD Extras Score: ★★

DIE ANOTHER DAY

(Pierce Brosnan, Halle Berry)
James Bond has lately had a direct challenge to his spy-caper throne in the form of Vin Diesel and his traveling trunk of muscles. *Die Another Day* shows that you can poke holes in the Bond formula, but you can't really knock it down. Ever so slightly tougher than usual and featuring a Bond Girl (Halle Berry) who is so ass-kicking they're spinning her character off into her own series. *Die* chugs along with the usual world-dominating villains with sily headquarters and totally enjoyable action sequences. Plus, Brosnan keeps getting better. No one does Bond better than Bond; as long as you don't expect anything more from it than what it is, you should have no complaints. Nice extras, including separate commentaries from the director and Brosnan, a feature on the gadgets, a making-of for the opening sequence, a Madonna video, and a making-of for the Madonna video. Hey, Madonna: Sit the hell down.
Movie Score: ★★
DVD Extras Score: ★★

THE INCREDIBLE HULK: ORIGINAL TELEVISION PREMIERE

(Bill Bixby, Lou Ferrigno)
Back in day, Hulk, not have Ang Lee and Jennifer Connelly! Hulk on TV? Was Bill Bixby most of time not to mention trapped in formula plots! Hulk angry! Hulk want script approval! They not give!

Hulk smash trailer! Call agent! Agent say something about contract! Hulk confused! Now whole unpleasant TV show memory dredged up for quickie movie tie-in DVD! Hulk know that people buy only for DVD extras about Hulk movie special effects and introduction by Lou Ferrigno! He no speak in show, why now speak? Hulk sukk! Hulk want hug!
Movie Score: ★★
DVD Extras Score: ★★

THE HOURS

(Nicole Kidman, Julianne Moore)
Nicole Kidman couldn't get an Oscar for playing a dancing hooker dying of tuberculosis, but she did get one for playing a suicidal author with a big fake nose. What lessons does this impart for today's actresses? Simply that if at first you don't succeed, die, die again. In fact, lots of death and suicides are attempted and completed in this film. There's also a lot of complicated and literary drama in the form of three separate story lines only tangentially related and yet somehow intimate with each other all the same. Kidman got her Oscar for being Virginia Woolf, but Julianne Moore and Meryl Streep, who anchor their own segments, are no less effective. Not a cheerful film, but a good one; it deserved its Oscar buzz and then some. Kidman, Moore, and Streep offer commentary, and the DVD also offers four making-of featurettes.
Movie Score: ★★
DVD Extras Score: ★★

JUST MARRIED

(Ashton Kutcher, Brittany Murphy)
Ashton Kutcher must be smarter than the characters he plays, because you could combine the IQs of the characters he plays in *That '70s Show*, *Dude, Where's My Car?*, and this film and still have lemons running laps around the SAT scores. But that's his charm, I suppose: He's so goofily dim, it's hard to hold a deeply stupid film like this against him. And there's Brittany Murphy (playing the slightly smarter half of this dim-bulb duo), who has a nicely ditty comedic presence. I really want to hate this film, because it deserves to be hated for being so lame. But I just can't manage it. Damn you, Ashton Kutcher! DVD stuff: commentary, deleted scenes with commentary, making-of, and Comedy

Central features

Movie Score: ★★
DVD Extras Score: ★★

OLD SCHOOL

(Will Ferrell, Luke Wilson)
Yeah, I have the dream that I go back to college and no one notices the bald spot, the wedding band, or the fact my memory stretches back before Avril Lavigne was a gamete. Be that as it may, it doesn't mean I actually want to go back to college; I might actually have to attend classes this time. So the conceit of *Old School*, in which guys—ahem—my age start up a fraternity and cause campus high jinks, just isn't working for me. But on the other



hand, I get a kick out of watching Will Ferrell make an ass of himself over and over again—he's the modern master of self-assurance, and it's a joy to watch someone so committed to his craft, you know? So there's that. Overall, it's a wash. However, the DVD extras look amusing: A cast commentary is sure to be a hoot, as are send-ups of "Academy consideration" ads and *Inside the Actor's Studio* Plus, there are the usual deleted scenes and blooper reel.
Movie Score: ★★
DVD Extras Score: ★★

TEARS OF THE SUN

(Bruce Willis, Monica Bellucci)
One of the rare action films that actually tries to be about something—in this case, the horror of those genocides that flared up in Africa over the last few years. You remember those, right? No? Funny how the intermural slaughter of 800,000 Irigin' people just managed to slip past us, eh? Anyway, in this cheerful backdrop, Bruce Willis and his crew of kick-ass Special Ops soldiers drop in to save a doctor (Bellucci) and along the way develop vestigial consciousness about what's going on around them. Oh, don't worry, there's plenty of action and explosions to go with the Jimmy Cricket moments. In the end, it doesn't all quite gel, but thumbs up all around for the attempt. DVD extras include commentary from director Antoine Fuqua (*Training Day*), a fact file on Africa, deleted scenes, and writer's observations.
Movie Score: ★★
DVD Extras Score: ★★



ANIMANIA!

From Japan with love

Film to Game and Back

The news of an upcoming PlayStation 2 *Reikoupa* game from Bandai means it's high time to check out the latest in postmodern mecha action. By now, three volumes of the series should be available on DVD from ADV Films, and there's no reason not to check out top-flight mecha designer Yutaka Izubuchi's directorial debut. Does that name sound familiar? It should—he created the *Ingrain* for *Palladium*, the *Ku* Gundam in *Char's Counterattack*, and the awesome insectoid mechs of *Aura Battler Dunbine*.

Knockin' on Heaven's Door

If you missed the *Cowboy Bebop* movie when it hit theaters in April (hardly a crime, since it didn't go far beyond the art-house circuit), the DVD is on its way for release in late June. The disc packs great 5.1-channel surround sound, six behind-the-scenes featurettes, and two music videos set to the incomparable tunes of Yoko Kanno and SEAT BELTS. If you watch anything this summer, watch this.

Super GALS 6/24 Debut!

ADV Films brings out a savage sleeper hit in *Anime* with the first volume of *Super GALS*, a spastic comedy-parody with appeal far beyond the basic teenage-juvenile audience for which it seems to have been conceived. The concept is simple enough: Hip-hop-gals hang out in Shibuya 24/7, killing time with romantic intrigue and fashion crimes that spiral completely out of control. Its frantic pace and over-the-top design draw far more laughs than you'd think.

Altered States

Bandai begins July with the first volume of *3-0-0-0*, a series correct spelling), a quirky science-fiction series from the creators of the excellent *Infinite Ryvius*. The basic concept may not set the world on fire—genetically enhanced teenagers, aka Alters, raise hell in the near future—but the visual execution is a cut above and the script gives the characters more depth than you'd expect.

Nine Little Aliens

Also arriving in July is the first volume of *Alien Nine* from General Park Media, a weird-beyond-belief comedy that pits roller-blading sixth-graders against the first wave of an alien invasion. Early accounts from fans of the Japanese version blend confusion and bewilderment with raving excitement, which is usually a pretty good sign. The creative team is all-star, including veterans of *Cowboy Bebop*, *Excel Saga*, and *Milennium Actress*.

—Dave Smith

SOUND STATION

By John Scalzi

Starring Wakeboarding Unleashed



photo from Getty Images

The Greenhornes: *Dual Mono*

It sounds like all four members of the Greenhornes were trapped in a small room when they were children with nothing to listen to but LPs of early the Who, Van Morrison's *Them*, and maybe the Smithereens, just to reassure them that it was not, in fact, actually 1966. The end result: An album your dad's older brother would really groove to—and so will you, if you can dig its AM-quality modder-than-thou vibe. Highlight: the cool vamp "There is an End," with guest vocalist Holly Golightly. And if you get that joke, then this is the album for you.

Final Score: ★★★★★



J. Geils Band: *The Morning After*

Recorded in an era in which a white man with a 'fro and mullet-chop was apparently a sexy look, *The Morning After* is your basic soul-infused rock, which makes for some fine listening if you can't seem to locate that Blues Brothers CD you snagged from the bargain bin a couple years ago. The irony here is that J. Geils is the genuine article, while the Blues Brothers are fictional, but isn't that just popular culture for you. If all you know about J. Geils is that "Centerfold" song that's endlessly recycled on Lite Rock, this will be a welcome change of pace.

Final Score: ★★★★★



Pavement: *Crooked Rain Crooked Rain*

Pavement is one of the most influential indie bands of the 1990s—meaning that while every record-store clerk in every college town reveres them, the band didn't make enough money in an entire decade to move out of their parents' basements. *Crooked Rain* is as close as they got to the mainstream, and it's not really all that close, aside from "Cut Your Hair," which fairly seethes with resentment at being marginally conventional. It's your usual batch of "this could be a decent song if we didn't intentionally fiddle with it just to be difficult" tracks.

Final Score: ★★★★★



The Pixies: *Doolittle*

The Pixies were every bit as indie and difficult as Pavement, yet nevertheless strangely more accessible—possibly because Black Francis was so clearly beamed in from another planet that you couldn't hold his freakishness against him. Or maybe it's because the Pixies actually tossed off a hit or two without sneering antipathy. *Doolittle* has the sing-songy "Here Comes Your Man" and the deeply weird "Monkey Gone to Heaven," the song that had late '80s college stoners wondering, "If man is five, the devil is six, and God is seven, like, who is eight?" The answer: Kim Deal, of course.

Final Score: ★★★★★



Van Halen: *Fair Warning*

It's one of the Roth-era Van Halen's lesser efforts, but that still makes it better than just about any Hagar-era disc. (Obviously, let us never speak of Gary Cherone.) Nonetheless, *Fair Warning* has the infectious, stupid bounciness of Roth, rock's answer to a sexually excitable Labrador retriever. Plus, there's Eddie, who's still the best living rock guitarist (much to the shame of every other rock guitarist in the last two decades). And when the two of them hit, like they do here with "Unchained," you can't stop them. No, you can't. Don't try. You'll hurt yourself.

Final Score: ★★★★★



HALF-LIFE 2: EXCLUSIVE FIRST INFO & SCREEN SHOTS IN THE JUNE ISSUE OF COMPUTER GAMING WORLD

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23 REVIEWS! Black Hawk Down, Indiana Jones & the Emperor's Tomb, Rainbow Six 3: Raven Shield, more!



After five long years of silence, Valve spills the beans, and **CGW** has the first details on **Half-Life 2**. Pick up the June issue to read all about the biggest sequel of our lives!

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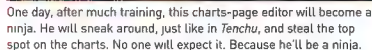
- GIANT PREVIEWS BLOWOUT OF HALF-LIFE 2, JEDI KNIGHT: JEDI ACADEMY, AND WORLD OF WARCRAFT 3
- WARREN SPECTOR ON DEUS EX 2
- 23 REVIEWS, INCLUDING FROM RAINBOW SIX 3: RAVEN SHIELD AND LASER SQUAD NEMESIS

ON-SALE JUNE 3, 2003



PS2 Top 20 Sales

If you were a chart, say, a chart of the *Washington Post*, would you weigh more than, say, a pound of feathers? And would you weigh more than, say, a pound of feathers?



	Last Month	Title/ Publisher	Rating
1		Tenchu: Wrath of Heaven (Activision)	★★★★
2	2	The Getaway (Sony CEA)	★★★★
3		Def Jam: Fight for NY (EA Big)	★★★★
4	2	Grand Theft Auto: Vice City (Rockstar)	★★★★
5	6	Xenosaga: Episode 1-Der Wille Zur Macht (Namco)	★★★★
6	4	Yu-Gi-Oh! The Duelists of the Roses (Konami)	★★★★
7		MVP Baseball 2003 (EA Sports)	★★★★
8	14	SOCOM: U.S. Navy SEALs (Sony CEA)	★★★★
9		Dynasty Warriors 4 (Koei)	★★★★
10	20	NBA Street (EA Sports Big)	★★★★
11	15	Gran Turismo 3: A-Spec (Sony CEA)	★★★★
12	3	The Sims (EA Games)	★★★★
13		Ace Combat 04: Shattered Skies (Namco)	★★★★
14	11	Tom Clancy's Ghost Recon (Ubi Soft)	★★★★
15		Crash Bandicoot: The Wrath of Cortex (Universal)	★★★★
16		The Simpsons: Road Rage (EA Games)	★★★★
17		NFL 2K3 (Sega Sports)	★★★★
18	16	Max Payne (Rockstar)	★★★★
19		ATV Offroad Fury (Sony CEA)	★★★★
20		Jak and Daxter: The Precursor Legacy (Sony CEA)	★★★★



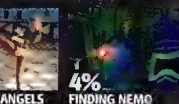
1	DBZ: Ult. Battle 22	Infogrames
2	Mortal Kombat Trilogy	Midway
3	Shrek: Treasure Hunt	TDK
4	Bratz	Ubi Soft
5	Yu-Gi-Oh! Forbidden	Konami
6	Namco Museum Vol. 3	Namco
7	Beyblade	Crave
8	Tony Hawk 2	Activision
9	SpongeBob SquarePants	THQ
10	Spyro: Year of Dragon	Sony CEA

1	Arc the Lad	Sony
2	Tenchu 3	From Software
3	Super Robot Taisen	Banpresto
4	Master of the Drum 2	Namco
5	Doko Demo Issyo	Sony
6	Nechu Baseball 2003	Namco
7	Convenience Store 3	Hamster
8	Galaxy Angels	Broccoli
9	.hack Vol. 4	Bandai
10	WRC II Extreme	Spikes

1	Midnight Club II (PS2)	Rockstar
2	Splinter Cell (PS2)	Ubi Soft
3	Def Jam: Vendetta (PS2)	EA Big
4	X2: Wolverine's Rev.	Activision
5	SOCOM: U.S. Navy SEALs	Sony
6	DBZ: Budokai	Atari
7	LOTR: Two Towers	EA Games
8	The Sims	EA Games
9	High Heat MLB 2004	3DO
10	The Getaway	Sony CEA

1	Zelda: Wind (GC)	Nintendo
2	Pokémon Ruby (GBA)	Nintendo
3	Pokémon Sapph. (GBA)	Nintendo
4	Tenchu: Wrath (PS2)	Activision
5	The Getaway (PS2)	Sony CEA
6	Def Jam: Vendetta (PS2)	EA Big
7	GTA: Vice City (PS2)	Rockstar
8	Xenosaga: Episode 1 (PS2)	Namco
9	Yu-Gi-Oh! Duelists (PS2)	Konami
10	MVP Baseball '03 (PS2)	EA Sports

In our playstationmagazine.com poll, we asked which summer movie game gets you the hottest. "Enter the Matrix," you said. Then you went back to listening to your Bananarama cassettes.



The ultimate auction site sells more than just oversized Chee-tos



Source: NPDFunworld TRSTS Service, March 2003. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

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PREVIEWS

Welcome to the jungle, baby!

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Legacy of Kain: Defiance

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- 63 Worms 3D
- 63 The X-Files: Resist or Serve

METAL GEAR SOLID 3 SNAKE EATER

What is up with that name?

From what we've seen so far, there's very little evidence of actual snake eating—or, indeed, Snake eating—in *Metal Gear Solid 3*. We do have plenty of evidence, though, that Hideo Kojima will continue his efforts to impress our pants off. A brief glimpse at the spectacular screenshots on these pages proves one point quite loudly and clearly: *MG53* significantly forwards the already amazing graphics of *MG52*. The "accelerated" development period has the game arriving as "soon" as next fall, and you can bet your bottom dollar you'll see coverage of this baby just about every month between now and then. We've received few gameplay details so far, but we do know one thing: This time, it's all about the camouflage with comments made that "the jungle is your enemy". We can't wait.

Publisher: Konami **Developer:** Konami **Release Date:** Fall 2004

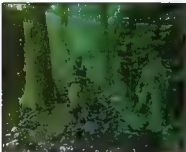
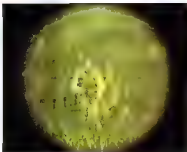
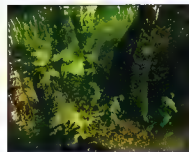


FIRST LOOK

NOT JUST SOLDIERS

The jungle is your enemy

Snake will interact far more with his environment than ever before. He can eat plants and animals to survive, and he can apply face paint to make his camouflage even more effective.





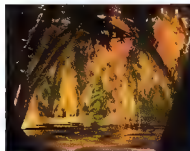
**61
MAGICAL**
Gandalf kicks some ass
in *The Return of the King*.



**69
CRAZY**
Laugh it up in *Chain Gang*
from the developer of *Gex*.



**75
STEALTHY**
First-person *Splinter Cell*
Ice Nine enters with a BMM.

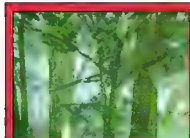


SPLISH SPLASH

Water effects make it more real.
The funky particle effects mean wading
through the water looks particularly real-
istic. Also...wait until you see the bullets
hitting the water. Oh, My, God.

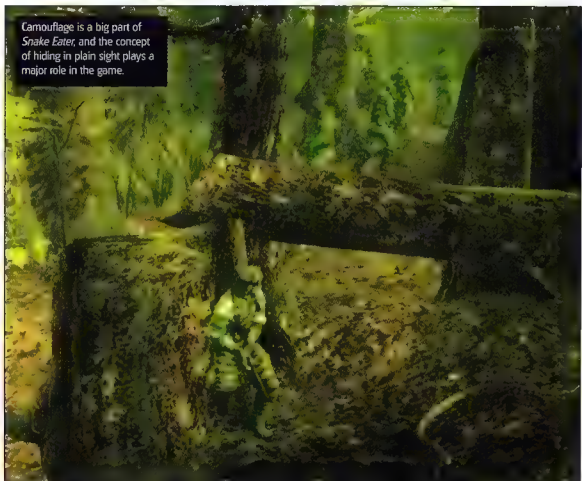


Camouflage is a big part of
Snake Eater, and the concept of
hiding in plain sight plays a
major role in the game.



IT'S ALL CURVY

Organic environments a go-go!
Previous *Metal Gear* titles have relied
heavily on environments constructed
essentially of grids and corridors. *Snake
Eater* completely changes things by pro-
viding open, organic environments that
look like superdetailed SOCOM levels.





PREVIEWS

We know he's "Dave,"
but Dave what? Perhaps
it's Dave Eater?

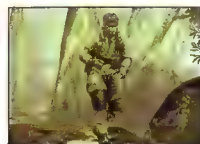
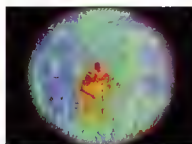
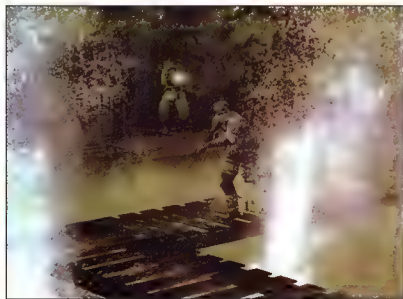
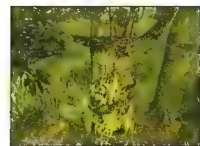
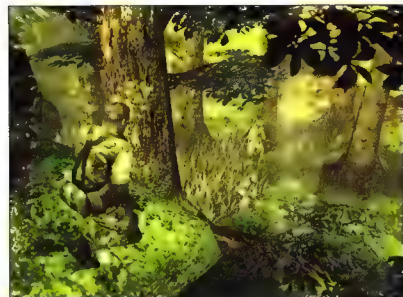
www.gamers.com

Check for news on the new *Metal Gear Solid*. There
will be more info there when you read this!

METAL GEAR SOLID 3 SNAKE EATER

So big it needed a third page!

(continued from previous page) The last time we gave a game this
much space in Previews was for *Metal Gear Solid 2*!



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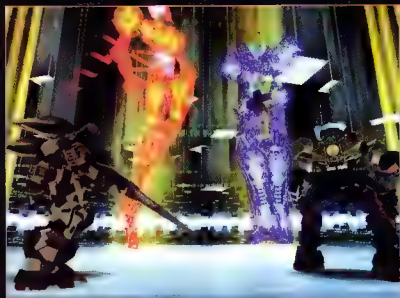
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VIRTUAL ON: MARZ

It has a cult following, thanks to several iterations in arcades and on deceased Sega platforms, but *Virtual On* finally hits the big time with *Marz*. Picture *Armored Core* with an emphasis on all-out shooting action—it's fast, arcadey, and loads of fun. The best part? The controls can be configured so that the DualShock's analog thumbsticks work just like the "twin sticks" on the arcade unit!

Publisher: Sega **Developer:** Sega (Himekari) **Release Date:** October



CHARLIE'S ANGELS

Though it features virtual incarnations of real-life Angels Cameron Diaz, Lucy Liu, and Drew Barrymore, Ubi Soft's new game isn't based on the film *Full Throttle*. Instead, it's a beat-em-up with a new story line (a maniac billionaire is stealing the world's famous monuments) that allows the girls plenty of opportunity to kick ass. The coolest part? You can switch between Angels on the fly.

Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** June

CASTLEVANIA LAMENT OF INNOCENCE

Or lament the death of 2D

Well, here it is folks, the new *Castlevania* for PS2. And yup, just as we revealed a few issues back, it's entirely 3D. Don't care about the death of 2D gaming? Good, because there's little here to be worried about. Those who do care can take comfort in the fact that this is being developed by Koji Igarashi and his *Symphony of the Night* team. And he swears this will be the best *Castlevania* yet.

What we've seen so far has us believing. In motion, it looks a bit like *Devil May Cry*, but the emphasis is on adventure (the map once again returns). Believe it or not, it's the music that has us most impressed. It's from *Symphony* composer Michiru Yamane, so it sounds very similar to her previous masterpiece. Except it's even better.

Publisher: Konami **Developer:** Konami **Release Date:** November





FUTURAMA

Long time coming? Yep. But fans of Fry and his fellow 31st-century misfits shouldn't mind much. After all, Fry had to wait 1,100 years to get a life, so what's the rush? A third-person shooter, *Futurama* lets you take control of Leela, Bender, and Fry as you battle through 25 levels. The game also includes original dialogue, cinematics, and music from the TV show's creative team.

Publisher: Sierra **Developer:** URS **Release Date:** August



THE SIMPSONS: HIT & RUN

Take *The Simpsons: Road Rage*, add the capability to exit your vehicle and wander freely through Springfield (including building interiors), and mix in nearly 60 missions in which you control Homer, Bart, Apu, Marge, or Lisa. What do you get? We'll call it *Grand Theft Auto: Springfield* and let you figure it out. Oh, don't worry—Radical made *Road Rage: The Simpsons Skateboarding* was from someone else.

Publisher: Sierra/Fox Interactive **Developer:** Radical **Release Date:** September

LORD OF THE RINGS

THE TREASON OF ISENGARD

The Two Towers, renamed

According to a Black Label representative, J.R.R. Tolkien's desired title for the second book of *The Lord of the Rings* was actually *The Treason of Isengard*—thus (with a little help from an already released EA game) the title change for a game that covers the events of *The Two Towers*.

Treason represents a dramatic departure from Black Label's last *LOTR* game, based on *The Fellowship of the Ring*. As well as updated character models, a new game engine, and two-player co-op throughout, *Treason* features three types of gameplay: hack-n-slash for Aragorn, Legolas, Boromir, and Gimli; stealth for Sam and Gollum (yes, Gollum!); and a top-secret gameplay device starring a top-secret character you can use during the storming of Isengard. [Think BIG!]

Publisher: Black Label Games **Developer:** Surreal **Release Date:** Fall



www.themareks.com/x/
Confused about the sequence of major events in *The X-Files*? Visit this timeline!

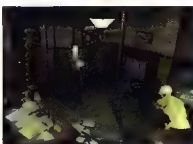


THE X-FILES RESIST OR SERVE

The conspiracy continues

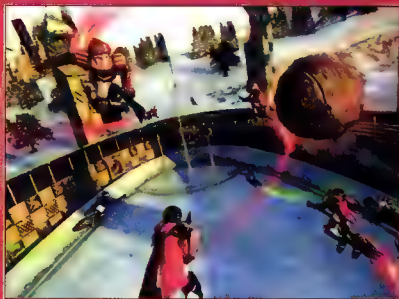
And you thought David Duchovny and Gillian Anderson were done with *The X-Files*. Television's favorite creepy-crime duo returns—along with pretty much anyone else you ever saw on the show (Skinner, the Smoking Man, the Lone Gunmen, and more)—to voice their roles in *Resist or Serve*. A license like *The X-Files* makes perfect sense for this game's survival-horror style. Set up as a series of three episodes that never aired during the show's pre-Doggett seventh season, the story sends Mulder and Scully everywhere from a small town in the Rockies to the bitter cold of Siberia. Revelations involving the mysterious black oil are promised, as are plenty of jump-out-of-your-seat frightening moments. Play this one alone and with the lights off.

Publisher: Sierra/Fox Interactive **Developer:** Black Ops **Release Date:** Late Summer



6/21

Date of release for *Harry Potter and the Order of the Phoenix*, the series' fifth book.



HARRY POTTER: QUIDDITCH WORLD CUP

If you were wondering why the Quidditch™ segments of previous *Harry Potter* games weren't exactly full-featured, this game is the reason. Now, you can really get your game on. Smack the Quaffle™ or chase the Golden Snitch™ as you represent any of the four Hogwarts™ Houses (you know: Gryffindor™, Slytherin™, Ravenclaw™, or Hufflepuff™), or play as teams from other countries™.

Publisher: EA Games **Developer:** EA UK **Release Date:** Fall



WORMS 3D

Strategy fans, this is your lucky day. One of the quirkiest, funniest, and most addictive turn-based strategies is making an appearance on the PS2, jumping from its 2D roots to full 3D. If you're not familiar with the franchise, it's a mostly projectile-based game of annelid combat featuring such delightful weapons as the Holy Hand Grenade and Exploding Sheep, all set in randomly generated environments.

Publisher: Sega **Developer:** Team 17 **Release Date:** Fall



PREVIEWS

Where no games
have gone before
(and a few have)



GOATEE = EVIL
The mirror universe in *Shattered Universe* is
taken from an actual *Star Trek* episode



THE ITALIAN JOB

Paramount's film remake of the '60s flick *The Italian Job* essentially co-opts the original movie's plot and trademark use of the MiniCooper, and then does its own thing. Eidos' remake of *Rockstar's* stellar driving game based on the first film essentially does the same thing. Look for the same fast-paced racing and stunt missions, but expect them to feel totally different, thanks to a different developer.

Publisher: Eidos **Developer:** Climax **Release Date:** Summer



BATTLESTAR GALACTICA

Battlestar Galactica celebrates its 25th anniversary this year with a miniseries on the Sci Fi Channel and this, its first videogame. We think it'll be a good one, too, with Warthog developing the game in a style similar to its awesome *Star Trek: Invasion* (which itself resembles *Colony Wars*). You play the role of a young William Adama in his first mission aboard *Battlestar Galactica*, 40 years before the events of the TV show.

Publisher: Universal Interactive **Developer:** Warthog **Release Date:** Fall

STAR TREK SHATTERED UNIVERSE

Trek's gone twisted

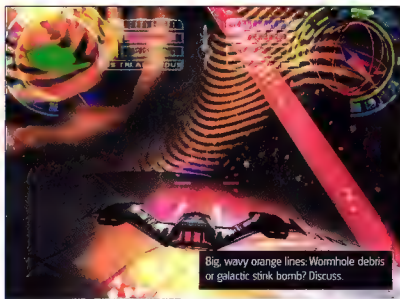
Pop quiz: When did *OPM* last run a preview of *Shattered Universe*? If you guessed more recently than 24 issues ago, please punch yourself in the face. That's right—this game has been in limbo for the past two years. But it's back on the radar courtesy of a new publisher in TDK, and judging from these screenshots, there's a chance it may be worth the wait. Certainly, the premise should excite any *Trek* fan: You pick up where *Star Trek VI: The Undiscovered Country* left off, piloting Sulu's *Excelsior* through the "mirror" universe in which all rules—and allegiances—are the opposite of our own. It's where Spock had the goatee, remember? You commandeer 10 all-new fighter craft in 19 levels of gameplay. So screw the Prime Directive—go blow stuff up!

Publisher: TDK Mediatrice **Developer:** StarSphere **Release Date:** September

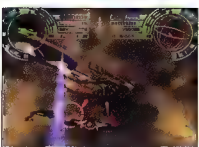
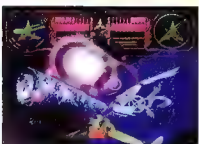


ENGAGE

This is not your father's Federation.
You're not likely to see a ship named the
ISS Ruthless in our universe.



Big, wavy orange lines: Wormhole debris
or galactic stink bomb? Discuss.



KAMIKAZE! Derived from the Japanese words meaning divine wind (*kami*, divine + *kaze*, wind), it refers to the name of the legendary typhoon of 1281 that saved Japan by destroying the Mongol navy.



DID YOU KNOW? *The Great Escape's* all-star cast included Steve McQueen, James Garner, Richard Attenborough, Charles Bronson, and James Coburn.



RUN FOR YOUR LIVES!

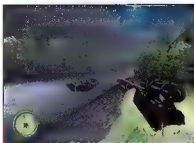
Kamikaze fighters come crashing down just as *Frontline* helped gamers understand the madness of storming Normandy Beach, *Rising Sun* introduces the brutality of Pearl Harbor.

MEDAL OF HONOR RISING SUN

You're not alone anymore

You may have HBO so you can watch *The Sopranos*, *Six Feet Under*, or *Da Ali G Show*, but if you missed the epic miniseries *Band of Brothers*, rent the DVDs on your way home—it's perfect source material to prep you for *Rising Sun*. Remember when the PS2's "Emotion Engine" was its big selling point? *Rising Sun* proves it still is. In two-player co-op mode, you either watch your best mate's back or he gets pulverized. The new four-player splitscreen Deathmatch and Team modes satisfy the lust for head-to-head action, but the deep plot is plenty enjoyable by yourself. Every soldier has a story. What will yours be?

Publisher: EA Games **Developer:** EA LA **Release Date:** November



YOU'RE NOT ALONE

We promise, there's backup.

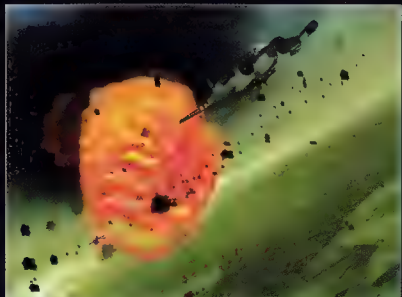
You may see a dismal one-on-three situation here, but you can expect way more squad-oriented action. So it's not you against Japan. That would suck.



THE GREAT ESCAPE

Don't feel bad if you've never seen *The Great Escape*—the film debuted back in '63. It speaks a lot for the WWII-set classic, though, that enough interest exists four decades later to adapt it to a videogame. As four of the film's great escapes—including a spitting image of the late Steve McQueen as Hiltz—you use stealth, solve puzzles, and relive the classic motorcycle finale.

Publisher: Gotham Games **Developer:** Pivotal Games **Release Date:** July



SECRET WEAPONS OVER NORMANDY

If you owned a decent PC in the mid '90s, you probably played at least one game in Totally Games' excellent *X-Wing/TIE Fighter* series. Now, the studio brings its space-combat expertise closer to Earth with the World War II-themed *Secret Weapons*. You pilot planes from the Allied, German, and Japanese fleets, including the P-51 Mustang, the Me 163 Komet, and the B-17 Flying Fortress.

Publisher: LucasArts **Developer:** Totally Games **Release Date:** Fall



PREVIEWS

We just hope
Crash doesn't
strike out.



REMEMBER WHEN?
Vectorman looked like this!



SPY VS. SPY

With all the shades of gray in the world, it's nice to see some clear-cut black-and-white Cold War shenanigans. Fans of *MAD Magazine's* classic cartoon capers can go head-to-head against three other players in 12 levels of wacky action, with shooting, platforming, and strategy elements. Three other players? Yep—now, there's a Gray Spy and a Mech Spy, too. Oh, how the world has changed.

Publisher: TDK Mediactive **Developer:** Way Forward **Release Date:** Spring 2004



VECTORMAN

Popular during the latter days of the Sega Genesis, *Vectorman* is revived in this third-person shooter. Technology has been good to our hero: Whereas he once looked like a bunch of balls stuck together, he now sports a badass mech exterior. He also comes equipped with impressive firepower that can destroy just about everything, including even *Red Faction's* Geo-Mod engine to shame.

Publisher: Sega **Developer:** Pseudo Interactive **Release Date:** Spring 2004

CRASH NITRO KART

Swinging for the fences

"From now on, every *Crash* game is swinging for the fences," proclaims Vivendi Universal Producer David Robinson (who looks disappointingly nothing like the NBA legend). This second PS2 project in the iconic marsupial's post-Naughty Dog era dares to follow in the footsteps of *Crash Team Racing*, considered by many to be the all-time greatest kart racer not starring a plumber.

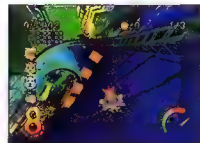
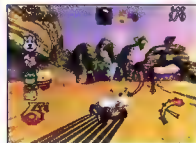
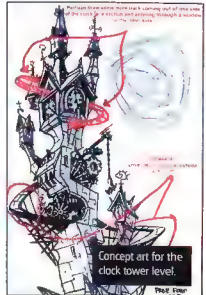
Crash Nitro Kart obviously bests its predecessor in terms of graphics, and nearly all the characters in the *Crash* universe are available to race in the evil Emperor Velo's tournament. The 17 tracks span four unique worlds replete with weaponry like homing missiles, mines, and tornadoes. As ho-hum as this may sound, *Nitro* does feature one thing we've never seen in a non-online racer: eight-character multiplayer! Does it actually work? We'll have to wait and see.

Publisher: Universal Interactive **Developer:** Vicarious Visions **Release Date:** Fall



ROUND 'N' ROUND

These tracks go all over. Throughout *Crash Nitro Kart*, expect lots of loop-de-loops and similar difficulties along the road.



WHAT'S UP WITH ALL THE NIETZSCHE?

Beyond Good & Evil is yet another reference to one of German philosopher Nietzsche's seminal works.



WIDE LOAD

Because bigger is better. No, we didn't crop these screens funny. The entire game is set in widescreen.

BEYOND GOOD & EVIL

So that's what "BG&E" stands for!

Last year, we found the mysterious Project BG&E to be one of the more pleasant surprises on the E3 show floor. Having now seen more of the game in action, we're sticking to our early assessment. From French game creator Michel Ancel (head *homme* behind the first two *Rayman* games), *Beyond Good & Evil* is a sprawling platform-adventure complete with a plucky lead character, a wacky sidekick, an epic story, and a staggering array of gameplay types. Best of all, it seems Ancel and his team are well on their way to creating yet another well-realized world for us to get lost in—one that undulates with life and energy beyond the bounds of your typical interactive romp.

Publisher: Ubi Soft Developer: Ubi Soft Release Date: Fall

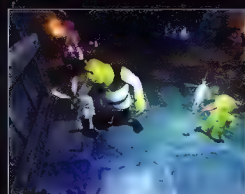


DON'T BE A HOG

Jade has to share the screen with her piggy pal to solve puzzles.

QUITE A LEGACY

The 1983 *Prince of Persia* featured some amazingly lifelike running animations. Its gameplay rocked, too.



SHREK 2: THE GAME

Publisher: Activision/TDK
Developer: Lunox
Release Date: 2004
Shrek 2 isn't due in theaters for another year...but let the hype begin! Of course, this platform game will be released right along with the movie.



NASCAR THUNDER 2004

Publisher: EA Sports
Developer: Tiburon
Release Date: September
Now with grudges and alliances, *Thunder* won't let you drive like a total ass. Plus, it's online—you now "race the pack, not the track."



NCAA COLLEGE BASKETBALL 2K4

Publisher: Sega Sports
Developer: Kush Games
Release Date: Fall
Last season's best college b-ball returns with a new Create-A-School feature. Finally, the Bell End State Dongs.



PRINCE OF PERSIA: THE SANDS OF TIME

Publisher: Ubi Soft
Developer: Ubi Soft Montreal
Release Date: Fall
The studio that made *Splinter Cell* resurrects a classic puzzle-based adventure. Think: Arabian Tomb Raider.



THE SIMS: BUSTIN' OUT

Publisher: EA Games
Developer: Maxis
Release Date: Early 2004
Get out of the house with the new *Sims*! Our favorite part? Twelve new careers, including mobster, athlete, and rock star. Superb.



DOG'S LIFE

Publisher: Sony CEE
Developer: Sony CEE
Release Date: Fall (Europe)
You play as a dog named Jake and search for your kidnapped friend Daisy. Gameplay involves smelling things. Sounds...interesting.

"Gladius" is the name of the land you traverse, but it's also a type of Roman blade used in gladiator fights.



HEADHUNTER: REDEMPTION

We're not exactly sure what *Redemption* refers to in the title to Sega's *Headhunter* sequel—we just hope it at least partly indicates that Amuze is "redeeming" the sloppy controls and shoddy camera that took its predecessor from the ranks of the best PS2 games.

And it returns to his real-world boss, Lector X, his protégé, whom you see here.

Publisher: Sega **Developer:** Amuze **Release Date:** Fall



STREET RACING SYNDICATE

What's the one thing *Midnight Club II* fans want? Customizable cars, damnit! You're not alone. A bevy of '90s racing racers to the punch with SR5, a gritty, street racer that allows full customization of your *lowrider*—from the paint job to the wheels and tires. A Toyota MR2 Spyder, a Nissan 240SX, a Lexus LS300, and many more. And you can even customize the car's performance.

Publisher: EA **Developer:** EA GAMES **Release Date:** Fall



RECRUIT ANYONE

Yeah, even this guy

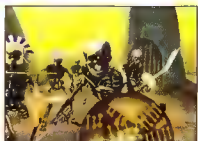
If a type of creature exists in *Gladius*, the odds are you can attempt to recruit a soldier of its race at some point. You can even add a skeleton to your party!

GLADIUS

LucasArts' biggest in-house game ever

Who would have thought that LucasArts' biggest in-house project ever would have nothing to do with *Star Wars*? As many as 60 people have been working simultaneously on *Gladius*, so you can expect one big turn-based strategy/RPG. We're told it takes—if you do the bare minimum required—at least 35 hours to complete each of the game's two adventures (one for the male character Valens, one for the female Ursula). But it can take many, many more hours should you choose to pursue the side quests. Both stories take you on a journey through the fantastic land of *Gladius*, where your band of gladiators starts out simply traveling from town to town competing in matches to make ends meet, but soon finds itself on a quest to save the world. *Gladius* has all the makings of a winner—try it yourself on next month's demo disc!

Publisher: LucasArts **Developer:** LucasArts **Release Date:** August



POPULARITY

Be a real crowd pleaser! Depending on the town, the crowd reacts differently to your actions. You can even recruit a crowd of your own to help you in the final battle between victory and defeat.



DID YOU KNOW?

Redmond is an original character, but Spanx made his debut in the so-so *Mad Dash Racing* for Xbox.

1994

The 1994 Stanley Cup Finals didn't feature one of the West's Big 3, Colorado, Detroit, or Dallas.

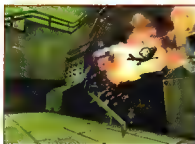
CHAIN GANG

Laugh it up, fuzzballs

Comedy is tough to pull off in a platform game, but the developer of *Gex* may actually have something for us to laugh at with *Chain Gang*. The key? Political incorrectness. Set in a lab, *Chain Gang* puts you in control of a weasel-like creature named Spanx who's bent on revenge against the cosmetics testers who've held him captive for most of his life. On the loose, he wields a chain as a weapon—a weapon to which the rabbit Redmond happens to be attached.

At his least masochistic, Spanx uses Redmond like a ball at the end of a flail, whacking scientists and destroying expensive machinery. That doesn't mean he can't also use the bunny to lessen a fall [Spanx twirls Redmond like Rayman uses his ears] or to float to a higher level by filling him with helium. Our favorite: Burning Redmond in a furnace adds a certain temporary, er, flair to his attacks.

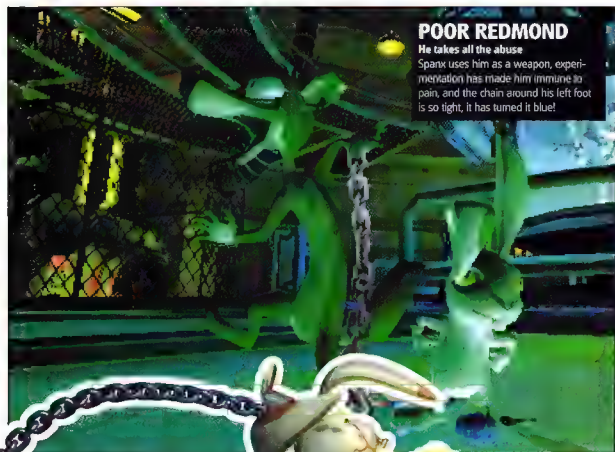
Publisher: Eidos **Developer:** Crystal Dynamics **Release Date:** Fall



POOR REDMOND

He takes all the abuse

Spanx uses him as a weapon, experimentation has made him immune to pain, and the chain around his left foot is so tight, it has turned it blue!



WHAT IS SPANX?

Only Crystal Dynamics knows for sure. Or does it? "He doesn't even know what he is!" responds a Crystal D rep when we ask what Spanx is.



Use the helium tank in this screen to inflame Redmond and float upward!



NHL 2004

In recent years, EA's once-ballyhooed (and now virtually forgotten) *NHL* series has gone down the crapper faster than this year's Western Conference powerhouses. But, hopeful Canadians, there's great news: *Black Box*—with its team of hockey studs who've made *NHL Hitz* such a puerile joy—is taking the reigns, hoping to be the Jean-Sebastien Giguere that will topple *NHL 2K4*. We'll see if EA can get Giggy with it.

Publisher: EA Sports **Developer:** EA Canada/Black Box **Release Date:** Fall



TIGER WOODS PGA TOUR 2004

Anyone who tells you *Tiger Woods* isn't the best golf game on PS2 hasn't played it—or at least hasn't played it long enough to get the hang of the excellent (though unusual) swing control. *2004* features seven new courses (five real-life and two fantasy) and five new playable PGA pros (though we're not yet sure who). No word yet on online play, but we've got our fingers crossed.

Publisher: EA Sports **Developer:** EA Sports **Release Date:** Fall



PREVIEWS

The time is now.

HISTORY IN THE MAKING

With a new league, historic teams, and you can edit players' names, so away doesn't have to be QB IV.



NBA LIVE 2004

On the comeback trail, *Live 2003* turned heads last season with a complete overhaul of the previous *Live* disasters. Expect an equally ditchin' jump this season. The right-analog Freestyle moves are even lighter, and a completely new Dynasty mode is, for the first time, worth trying out. Other additions include retired jerseys that hang from the stadium rafters. What more do you need?

Publisher: EA Sports **Developer:** EA Canada **Release Date:** September



NBA 2K4

If you have one gripe about *NBA 2K3*, you probably think it's slow. You're right—it is slow. Even diehards who like the deliberate pace would love a more up-tempo game. With *2K4*, you not only get faster, quicker players, but you also get a fast break that finally works (in part because the new passing model doesn't slow you down). There are also wicked behind-the-back passes and some of the meanest dunks imaginable.

Publisher: Sega Sports **Developer:** Visual Concepts **Release Date:** Fall



FIFA 2004

With *Winning Eleven* nipping at—or, quite frankly, devouring—*FIFA*'s cleats, the graphics masters at EA Sports have turned the latest in the company's long-running soccer franchise into another international eye-candyfest. Finally, there's a workable Career mode where you can take a club team through the ranks and sign players. But will the gameplay compete with *Winning Eleven*? Our early guess: No.

Publisher: EA Sports **Developer:** EA Canada **Release Date:** October

NFL 2K4

Visual Concepts' magic words

Since *NFL 2K3* was scorched by last year's *Madden* [much like the Raiders were pounded in the Super Bowl], the many minds at Visual Concepts have boiled their gamemaking philosophy down to four key elements: fun, polish, mass-market appeal, and attitude. *NFL 2K4*'s tangible excitement proves they've made good on their motto: "Bring back the fun!" The redone Play Call menu now mirrors *Madden*'s—smart move. Another great maneuver is putting the new juke system on the right analog stick: You can now wiggle away from defenders using a wide series of moves, and the animations are seamless. There's also far more ESPN integration (maybe even ESPN personalities, though none are confirmed), and we love the Fantasy Football feature that lets you put together and play with a fantasy team of your own conception.

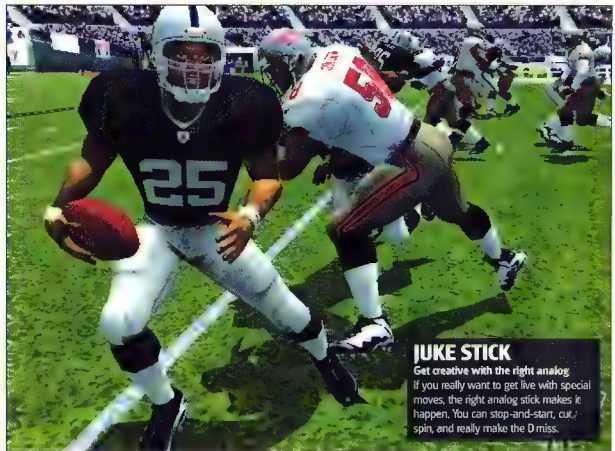
Publisher: Sega Sports **Developer:** Visual Concepts **Release Date:** August



PREDICTION

Speed burner will lead league

This screen features next year's league leader in rushing. Or so we say. Let us be the first to congratulate Denver Broncos running back Clinton Portis.



JUKE STICK

Get creative with the right analog

If you really want to get live with special moves, the right analog stick makes it happen. You can stop-and-start, cut, spin, and really make the D miss.

OVERHEARD "I have been playing this videogame since I was a kid but never thought I would end up on the cover."

—Heisman winner/NCAA cover athlete Carson Palmer

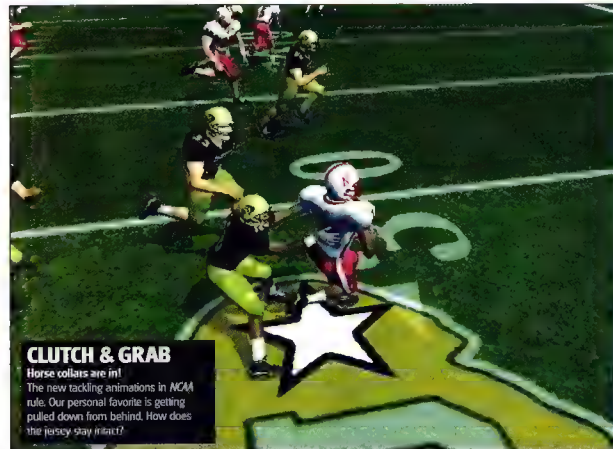


NCAA FOOTBALL 2004

EA has the spirit

Love Madden all you want, but the wide-open excitement of *NCAA Football* always awakens our school spirit. We've played the new *NCAA* and we're hooked. The play action (referred to last year as "sack action") has been reconfigured: After the ball is snapped and the fake handoff happens, the camera momentarily follows the running back so the safeties and corners bite on your well-timed trickery. Another bonus: A subtle camera shift follows the QB on rollouts. It's brilliant. In addition, the animations are faster and the crowd blows up for big plays on both sides of the ball. If you play a great game, the stats are saved in your user records. Plus, it's online. Yes!

Publisher: EA Sports **Developer:** Tiburon **Release Date:** August



LOTTO? You won the No. 1 pick in the NBA lottery. Do you take Syracuse stud Carmelo Anthony or high-schooler LeBron James? We'll take Carmelo, thanks.



NCAA MARCH MADNESS 2004

The makers of *March Madness* have made some changes to the weakest of the EA Sports lineup (although we might change that opinion as we know another sports lobby). The goal? A franchise as great as the *PS1* series, with one addition: Dick Vitale. Besides Dicky V., shouting and spitting in full throat about diaper dandies, you can also dive for loose balls and get it on at the Maui Invitational. Which is cool... sort of.

Publisher: EA Sports **Developer:** EA Canada/NuFX **Release Date:** October



NCAA FINAL FOUR 2004

After yet another jaw-dropping NCAA Tournament, it's good to know you can relive the glory. EA has yet another shot at Syracuse. The entire season of *Final Four* is massive, including overhauled courts, new jersey boards, new "real" buddy lines and great teamwork. The only down side is a lobby using your PS2. The game's got it all covered and gameplay is worth a letter of intent.

Publisher: EA Sports **Developer:** EA Canada/NuFX **Release Date:** March



NCAA GAMEBREAKER 2004

Looking for an alternative to EA's *NCAA Football 2004* seems, to us, pointless. But if you already *must* only a different college-football game this year, this is the lone alternative (and the only screenshots available are from the shore like this one). EA Sports' online will be a disaster. In-game chat, buddy lines, and online tournaments. As even as we write this, we're dreaming about EA's college football game.

Publisher: EA Sports **Developer:** EA Canada/NuFX **Release Date:** March



PREVIEWS

Vae Victis!



DID YOU KNOW?
Michael Bell, the voice of Raziel in the *Soul Reaver* games, was also the voice of Grouchy Smurf.



SPAWN

This one wasn't hard to spot coming. Was it? Now that McFarlane Productions is all friendly with Namco (check out *OPM #69* for a look at Namco's sweet *Soul Calibur II* toy), a new *Spawn* game seems like the next logical step in their relationship. The game boasts all of *Spawn*'s trademark powers, as well as deep combo-based hand-to-hand combat (based on his SC2 Xbox appearance, perhaps?).

Publisher: Namco **Developer:** Namco **Release Date:** Fall



LETHAL SKIES II

The first *Lethal Skies* isn't exactly a barn burner, but it's a reasonably adequate flight sim with some interesting ideas like huge, moving boss-type vehicles reminiscent of old-school shooters. We're hoping the sequel capitalizes on these strengths and works out some of the first game's balance issues. We're told to expect drastically improved graphics, seven new planes, and more than 20 missions.

Publisher: Sammy **Developer:** Asmik Ace **Release Date:** Fall

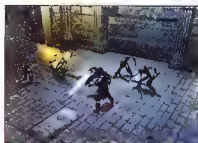
LEGACY OF KAIN DEFIANCE

Kain and Raziel May Cry

Feedback from fans and critics on *Soul Reaver 2* and *Blood Omen 2* told Crystal Dynamics one thing: No one really loved the first two PS2 *Legacy of Kain* games. Few people expressed true dislike for them, but the applause Crystal Dynamics was used to receiving for the franchise's PS1 titles was nowhere to be found.

The result? This year's entry to the series, *Defiance*, represents a total change in direction. While it stars both Raziel and Kain (each plays slightly differently than the other), the gameplay more closely resembles *Devil May Cry* than *Soul Reaver* or *Blood Omen*. The developer also cites *Ico* as an inspiration for the architecture and camera angles. It's a whole new way to experience the world of Nosgoth.

Publisher: Eidos **Developer:** Crystal Dynamics **Release Date:** November



LOOK FAMILIAR?

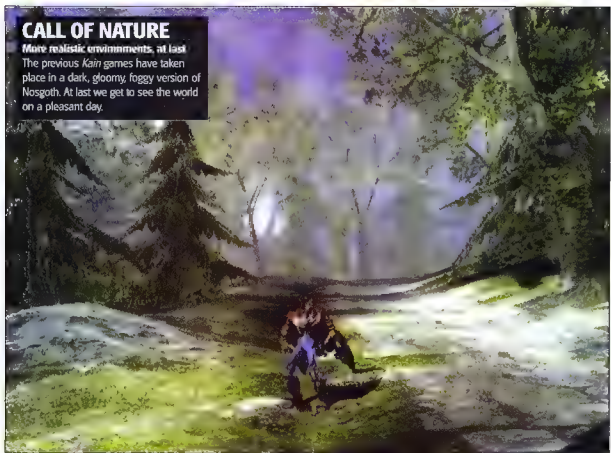
Love that carpet patterns

When we see this ornate decor, we can't help but think of Vorador's mansion from the first *Blood Omen*. Perhaps we'll see it again in full 3D this time around.

CALL OF NATURE

More realistic environments, at last!

The previous *Kain* games have taken place in a dark, gloomy, foggy version of Nosgoth. At last we get to see the world on a pleasant day.

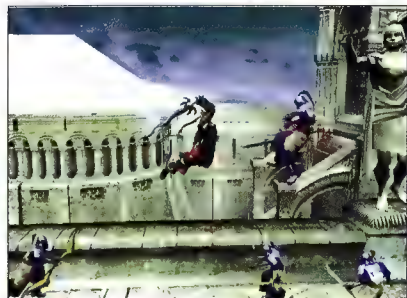




COME CLOSER

Dance with the devil

In the past games, Kain has sucked blood only from a distance. Now, it looks like he can assume a more traditional vampiric pose.



FULL THROTTLE HELL ON WHEELS

A blast from the past

There's a pretty good chance that many of you are oblivious to the significance of this game. *Full Throttle* is one of LucasArts' greatest and most memorable original brands, perfectly symbolizing the company's legacy of creating games with rich characters and compelling stories," says Liz Allen, LucasArts' director of marketing, who's keen of late to re-establish the company's non-*Star Wars*-driven content.

Those of us at *DPM* who remember the first game do so fondly: It capably combines sarcastic wit with cartoon sensibilities that are ably reproduced in the new version. Expect Hog riding (bikes, not pigs) and plenty of bar-brawlin' fisticuffs, all presented with pierced tongue planted firmly in tobacco-stuffed cheek.

Publisher: LucasArts Developer: LucasArts Release Date: November



IT'S RETRO

Though you might not know it

The art style of the original PC game has been reproduced here quite faithfully—except now it's in full 3D.





ROMANCE OF THE THREE KINGDOMS VII

Romance of the Three Kingdoms VII taught us that we at OPM are not very patient people. As strategy franchises go, this one is overwhelmingly deep—with the emphasis on overwhelming. If you like the series, you'll probably love the new one, based once again in second-century China at the end of the Han Dynasty when a rebellion caused all hell to break loose. *Romance VII* invites you into that hell.

Publisher: Koei Developer: Koei Release Date: July



DRAKENGARD

Pretty cool name, huh? (At least it's better than the god-awful *Drag-On Dragon*, which was as dorky as it was meaningless.) But no matter—this game looks extremely cool, thanks to a mix of high-flying dragon-borne combat, bloody ground-based brawls, and RPG-style character growth. And, as befits a Square Enix game, there's a tasty yet overwrought story binding all the action together.

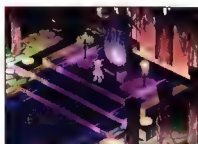
Publisher: Square Enix Developer: Cavia Release Date: Spring 2004

DISGAEA HOUR OF DARKNESS

Sympathy for the devil

Tired of playing the goody-goody in RPGs? Then *Disgaea's* for you. Laharl, the gleefully wicked prince of the underworld, is fighting to reclaim his throne from those who stole it as he slept. But this is no Slipknot-styled marathon of howling angst; *Disgaea's* tone more closely resembles Tim Burton's lighthearted fare, courtesy of the developers behind PS1's *Rhapsody*. Fortunately, they've come a long way since then, and *Disgaea* features properly expansive battlefields requiring actual strategy. They've also thrown in tasty innovations like tossing your allies around the battlefield to increase their movement range, a demonic senate whose legislations affect gameplay, and an item world where you can meet the spirits that inhabit your equipment.

Publisher: Atlus Developer: Nippon Ichi Release Date: Fall



EVIL INCARNATE

Power of the dark side

Originally, nearly everyone's soul in this overworld would be fodder for your Bane. Needs its revision! *Evil Incarnate* games play a roguelike-style, cooperative, devil-side character in a playing devils, usually aim to make them more evilevolent devil persons.





ICE NINE

A pseudo Splinter Cell?

It may have started as an offshoot of the Colin Farrell movie *The Recruit*, but *Ice Nine* is turning into something completely unrelated—and something potentially much, much cooler. The story line is different, the characters are different—the only similarity is the *Ice Nine* computer virus controlled by Chinese terrorists. You play the part of Tom Carter, a CIA operative faced with the task of taking out this organization. Meanwhile, a conspiracy plot within the CIA could throw you for a loop—make some bad calls and you could find yourself inadvertently working for the wrong side.

From what we've seen so far, despite being a little early, *Ice Nine* is turning into a formidable entry in the military/stealth genre that's currently so hot thanks to *Splinter Cell*. And with good reason—the lead producer of Ubi Soft's instant classic is now working on this title.

Publisher: Balm **Developer:** Tonus Games **Release Date:** September



HUMAN SHIELDS

These CIA boys are smart. Knock an enemy out and then hold him in front of you for protection.

VIRTUAL VOICES

Another use for this SOCOM headset.

This virtual version of the *Ice Nine* uses support for the SOCOM headset, which you can use to listen to instructions from your warrior. Heh, heh. She guides you through busy operations, such as capturing enemy weapons and intel, and even a compass. You don't necessarily use the headset, but it's a bonus if you do.

COMING SOON

The latest on what's coming out and when. (Just remember that no release date is ever final!)

JUNE

Arc the Lad: Twilight of Spirits	Sony CEA	One sweet strategy RPG.
Bay Muna: Truckers	Empire	Who gives a truck?
Cabela's Deer Hunt: 2004 Edition	Activision	Serve up some venison.
Chaos Legion	Capcom	Back inside RPG.
Charlie's Angels: Full Throttle	Ubi Soft	Play with Cameron.
F1 Career Challenge	EA Sports	Yearless F1 racing.
Final Fantasy: Metak	Midway	Very Hawk needs a costume.
Two Italian Jobs	Empire	Racing.
Mace Griffin: Bounty Hunter	Black Lane	First Person Shooter.
Magic Penet: The Quest for Color	Age of Mages	Last Issues Game of the Month!
Naval Ops: Warship Gunner	Koei	WWII action/drama strategy.
Real Fishing III	Natsumi	It's reel, reel, reel, reel!
RTX: Red Rock	LucasArts	Save a Mountain color.
Space Channel 5	Age of Mages	Rebirth is a dancer's name.
Street Racing Syndicate	3DO	Race for babes.
SK Superstar	Acclaim	The Inevitable Lifestyle.
Summer Heat Beach Volleyball	Acclaim	Volleyball in skimpy bikinis.
Wakeboarding Unleashed	Activision	Wakeboarding.

JULY

Aliens Vs. Predator: Extinction	EA Games	Real-time strategy.
Ape Escape 2	Ubi Soft	Read our review in this issue!
Downhill Domination	Sony CEA	Mountain biking.
Freaky Flyers	Midway	Airborne kart racing.
Freelive Hunter	Infogrames	Cognitive Hunting.
The Great Escape	Gotham	Be Steve McGarrett.
Indiana Jones & The Temple of Doom	LucasArts	It's all this and then some.
K-1 World Grand Prix	Konami	Beat the crap out of people.
NCAA Football 2004	EA Sports	Now with online voice chat!



Real Fishing III



Downhill Domination

Romance of Three Kingdoms VIII	Koei	Hardcore strategy, again.
Silent Line: Armored Core	Age of Mages	aka Armored Core 3
Smash Cars	Metro3D	R/C cars that smash.
Space Channel 5 Part 2	Age of Mages	Long delayed, finally arriving.
Splashdown: Kids Gone Wild	THQ	Watercraft racing.
Unlimited Saga	Square	Unlimitedly excruciating RPG.
XGKA: Extreme-G Racing Assoc.	Acclaim	uturistic racing.

AUGUST

Jack // OUTBREAK	Bandai	Pseudo-MMORPG Part 3
Buffy & Chaos Bleeds	Warner Bros.	Buffy & just totally zone me.
Crouching Tiger: Hidden Dragon	Ubi Soft	Based on the movie.
Futurama	Sierra/Fox	Fry and pals shoot it up.
Gladius	LucasArts	Strategic gladiating.
Hunter: The Reckoning—Wayward	Interplay	Hack 'n' Slash.
Ice Nine	BAMI	The next <i>Splinter Cell</i> .
The Lost	Crave	Go to hell.
Madden NFL 2004	EA Sports	Chat with competitors online.
Micro Mayhem	Jaleco	Like Micro Machines, but not.
NCAA GameBreaker 2004	Sony CEA	Online...but worth playing?
NFL GameDay 2004	Sony CEA	Ready for a comeback?
RPG Maker 2	Age of Mages	Create-A-Game.
Silent Hill 3	Konami	Heather tries to survive the town.
Soul Calibur II	Namco	Probably the best fighter ever.

SEPTEMBER

Alien	Acclaim	You are Sydney Bristow.
Disney's Extreme Skateboarding	Activision	Stunt skates like Tony.
The Simpsons: Hit & Run	Sierra/Fox	Grand Theft Auto Springfield.
Star Ocean: Till the End of the World	Square	Play this RPG all the end of the world.
XIII	Ubi Soft	Get-shaped FPS.



After Echo has established itself as an innovative and intriguing action game that's both unique in its approach to combat and unusual in its artistic approach to landscapes and character design,

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PlayStation 2



Outrage
by THQ

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In the future, the most powerful substance ever created can
control time and physics. Only a chosen few can control it.
But only one can **save us** from it.



alter echo

It's his second life.

Learn to Adapt.

Melee Mode

One of 3 forms you can instantly morph into. When enemies are breathing down your neck, use melee to:

- Slash and hack with your sword
- Stun your enemies into submission
- Show-off your agility with combos, double-jumps, juggles and more



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THE HULK

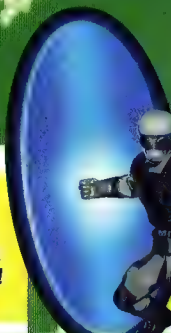




STORY BY
CHRIS BAKER
WITH
STEVE ALMANZI

SMASH!

THIS
SUMMER,
THE WORLD
SEEING GREEN



THE GAME PG 80

UNLEASH
THE MONSTER
ON YOUR PS2!

THE MOVIE PG 84

THRILL TO
UNIVERSAL'S
SMASH HIT!

THE HISTORY PG 86

EXPERIENCE
WHAT OUR HERO
IS ALL ABOUT!

Massive exposure to gamma radiation causes death in normal human beings. But Bruce Banner is no normal human being. When the blast from an experimental gamma bomb hit the brilliant scientist, it didn't kill him—it only made him stronger. Now, when Banner

gets mad, you'd better hope he stops at just getting even. He gets big. He gets mean. He gets green. He becomes the Hulk. Trust us. You wouldn't like him when he's angry.

Or maybe you would.

Since 1962, the beast fueled by Banner's rage has enthused fans of superheroes (make that

super-antiheroes) all over the world. A little bit Frankenstein's monster and a little bit Mr. Hyde, the Hulk has stood the test of time as a genuine icon of American pop culture. A staple in the Marvel Comics lineup for hundreds of issues, he has also starred in several cartoon series and one of the best superhero-

based shows in television history. And he's just getting started.

This summer, Universal Pictures introduces the Jade Giant to the silver screen in *The Hulk*, a film certain to rank among the year's biggest blockbusters. Not to be outdone, Universal Interactive's new PS2 release of the same name offers

gamers a chance to relive scenes from the movie while experiencing the character's comic-book roots.

Never before has the character created by writer Stan Lee and artist Jack Kirby enjoyed such prominence.

There's really only one word for it: incredible.

THE HULK



THE GAME

It's a good thing Bruce Banner isn't a gamer. We all know what happens when he gets angry—and the disappointing quality of games thus far that star his alter ego would definitely set off the beast that lies within, quite possibly sending the Hulk on a rampage throughout the videogame industry.

Luckily, fans of the green-skinned behemoth now have a

chance to see their hero star in a game worth playing. Universal Interactive's *The Hulk*, based in the same universe as Universal Pictures' soon-to-be-a-musical movie (check out page 84), is a PS2 game developed with one thing in mind: We

wanted to make this character feel like the Hulk," says Jeff Barnhart, the game's producer. "Giving him abilities and game mechanics that are like, 'Wow, I could only ever do this if I was the Hulk.'"

With this mindset, the development team at Radical Entertainment focused its thoughts on how it could make you feel as green-skinned and gamma-irradiated as possible. As a result, nearly anything you've ever seen the Hulk do is something you can



accomplish in the game. Beyond the typical punching and kicking prevalent in *The Hulk*'s beat-'em-up genre, the character's trademark moves, like the Thunder Clap and Ground Stomp, prove crucial to your success.

These particular moves grow even more outstanding when coupled with Rage Boosts, a gameplay element designed to emulate the fact that as the Hulk gets angrier, he also gets stronger. "As you're taking damage, it's taking away your life," says Barnhart, "but the Hulk

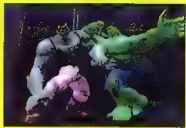
gets angrier and angrier, so then, you've got access to these special moves. Slam your hands into the ground and it's one of those things that makes you go, 'Wow, I'm the Hulk!' just shook the ground here and 10 guys flew up in the air. And things that were surrounding me blew up, and the walls got knocked down, and cars flew across the room."

The really neat part about the flying debris? It all reacts in a manner that would please even a physicist like Banner. "Because the Hulk is going to



FLUX AND GENERAL RYKER

so he can make his own monstrosities—monstrosities like Flux, a less-powerful, deformed version of the Hulk created by Ryker after he subjected Pvt. Benjamin Tibbetts to gamma radiation. **IN THE GAME:** You don't actually fight Ryker, but he is featured prominently in the story, and you do hear him bark orders to Flux during a boss fight. Much of your fight with Flux comes down to straight brawling ability (just like other



bosses, walk away once you've knocked him to the ground), but you'll have a much easier time if you manage to destroy all of the consoles in the room and throw Flux into the middle. This is easier if you can coerce him to throw his grenades in the vicinity of a console.

FIRST APPEARANCE:
The Incredible Hulk [vol 3] #17

FIRST APPEARANCE:
The Incredible Hulk [vol 3] #14

INCREDIBLE TIMELINE

Compiled By Steve Alamedd,
webmaster of The Lair of the Grey Hulk:
<http://www.gun4kids.com/timeline/greyhulk/>

May 1962: *The Incredible Hulk* #1

The first appearance of the Hulk may catch you off guard—Bruce Banner's monstrous form actually has gray skin. Writer Stan Lee didn't like the way the color turned out—by Issue #2, the Hulk was green.

March 1963: *The Incredible Hulk* #6

The last issue in the first run of *Incredible Hulk* books is published. Who's to blame? The punk kids who spent their 12 pennies on *The Amazing Spider-Man*, *The Mighty Thor*, and *The Fantastic Four* instead.

March 1963: *The Fantastic Four* #12

Madness ensues when Gen. Ross mistakes the Thing of the *Fantastic Four* for the Hulk. Along with the FF's appearance in *Amazing Spider-Man* #1, this marks the first character crossover in Marvel history.



ORIGIN: Who would have thought a high-school dropout like Samuel Sterns could come so close to taking over the world on multiple occasions? Sterns' accidental exposure to gamma radiation

yielded a result totally opposite Banner's: Instead of turning him from a genius into a dim-witted, muscle-bound monster, the gamma rays changed him from a moron into Earth's most brilliant criminal mastermind. Now, with a cranium five times its original size (plus some really nasty boils), the Leader seeks nothing less than world domination.

IN THE GAME: Masterminding a plot to take over the world, the Leader confronts you near the end of the game. Without

THE LEADER

giving away too much, know that it takes both Banner and the Hulk to bring him down. The fighting methods you've perfected up to this point should serve you well in defeating the big-headed psycho. But just because you beat the Leader doesn't mean the game is over....

FIRST APPEARANCE:
Tales to Astonish #62

interact with so many things, you can't just have canned animations for how things are going to react," says Barnhart. "This is what the entire game is about, so you have to have physics for things getting knocked back, according to how hard the Hulk hits them, and where he hits them, and what he hits them with. If the Hulk's gamma pick up an object and throw it into another object, you need real physics for how those things are going to react."

A physics engine like *The Hulk's* truly enhances the experience. As Barnhart says, "The level can happen in different ways every time you play it. Like that opening level where you're at the gas station [in the desert]—I think every time I play that level, I do it in a different way. One time, I [go for] the helicopters right away, and another time, I'll pick up a car, and swipe soldiers with it. There's so much stuff to do."

The Hulk doesn't end with ruthless destruction, either. A few games, like *Batman: Vengeance* or *Superman: Shadow of Apokolips*—and even the not-so-incredible 16-bit Hulk games—feature the occasional level with a Bruce Wayne or Clark Kent. But never with the same prominence as *The Hulk's* own game, which is a shame, because it's got the same smashin' muscles as the Hulk.

All the smashing and destruction can wear you out, though, Barnhart says. "The game's [gameplay] is always chan-

ging things up and changing the way you're thinking about the game. And it's another way to deliver what this character is about."

The Hulk has always been very two-sided, right? he continues. "You've got Banner trying to repress his rage and cure himself, and then the Hulk side, where it's all about rage and destruction. In every good story-based thing I've ever read or watched, one thing that sucks me in the most is when I'm following the story for one character and it really has me interested, and it gets really exciting and goes onto another chapter, and then they cut to another character. It's like—boom!—another story. So it's kind of the same thing with this game, where I think it's another hook for the player to get all excited about the Bruce Banner gameplay. You turn on the game—boom!—you've got a great Hulk level. And just when you can't get enough of it, here's Bruce Banner stuff. And then you're like, 'Oh man, I can't wait till I get back to another Hulk level.' Then you start playing Banner and you're like, 'Oh, this is really fun.' I can't wait to see what the next Bruce Banner level is, and then—boom!—another Hulk level. It's kind of teasing you over all—you want to play both things. It makes the experience

Sept. 1963: *The Avengers* #1. The Avengers superteam is formed, incorporating the Hulk as a founding member along with Thor, Iron Man, Ant-Man, and the Wasp.



THE HULK

because you have access to so much more stuff.

In order to grant you more gameplay access, Radical used some access of its own. [The Universal Pictures] guys were like, 'We want the game guys involved from day one,' says Barnhart. 'So two years ago, when they had their early storyboards and storyboards, they were working hand in hand with the Radical guys, saying, 'Come on down to the lot. Come check out what we have.'

What they had was pretty much everything a game developer could want. The movie's art director granted the team access to a whole trailer full of art being used in the film, including

maquettes, concept art, and storyboards. The game's opening cutscene proves as much. "If you've seen the trailers, you'll probably recognize when Banner goes up into the bathroom and washes his hands and the Hulk comes through the mirror," says Barnhart. "We got those storyboards when Universal Pictures originally had them. We took the storyboards and made the game from them, and they took them and made the film."

Universal Pictures also granted Radical an on-site look at the film's sets. "We'd walk around and take photos," says Barnhart, who goes on to describe a certain mission in which Banner (voiced by the

character's onscreen persona, Eric Bana) disguises himself as a guard. "When you go up that level's final elevator, that was a set where we just walked around taking photos. When I was walking around there in the game, it was just so weird 'cause it was like virtual reality. I was actually there! When people play the game and see the film or see the film and play the game, they're going to totally recognize that and be like, 'Oh wow! How cool. And yet it's going to take place in a different timeframe.'

The Hulk picks up a year after the events of the movie, yet manages to incorporate settings from the film in a

way that makes sense within the context of the story.

It's with this story that Radical's good relationship with Marvel Enterprises came in especially handy. With Radical, Marvel, and Universal all working hand in hand, "it was kind of like this nice little triforce of joint collaboration to get this thing to work," recalls Barnhart.

The team, whose lead designers Barnhart describes as "so hardcore fans of the Hulk comics," was able to choose any villains from the Hulk's rogues gallery, eventually deciding on Ravage, Hal-Life, Madman, Flux, and—most diabolical of them all—the

Leader. [Not familiar with these guys? Check out their bios throughout this feature.] "What made us decide on which ones to pick was all about gameplay," informs Barnhart. "We chose great villains that fit into our story well but that also made each boss fight kind of unique."

In the story, the Leader allies himself with a team of Hulk foes with a mind [a big mind! to—you guessed it—take over the world. Using the very same gamma orb that transforms Ravage into a Hulk-like being—and has the power to cure Banner of his curse—the Leader aims to create an army of gamma soldiers. Starting in the

HAL-LIFE

ORIGIN: Tony Materson is dead. When a gamma bomb exploded a little too near the Colorado-based English teacher, the blast killed him instantly. Or did it? At night, Materson rises from his grave in the form of Hal-Life, an undead being who feeds off the energy of others—sim-



ply by touching them. He may not have the Hulk's power, but he easily bests the Jade Giant in quickness—and if the Hulk touches Hal-Life, the zom-

bielike being can weaken our hero and grow stronger with the life energy he has drained. **IN THE GAME:** Hal-Life makes you fight so differently," says Barnhart of the energy vampire. "You can't touch him." Instead, your best bet is to use the environment to your advantage. Once you smash the generators in the area, you can use the rods on the ground as

baseball bats as you attempt to whip your ultraquick foe into the electricity for megadamage. Throwing crates, forklifts, and other heavy things also proves effective, and you might even want to risk losing a bit of energy with a powerful punch from the air.

FIRST APPEARANCE:
The Incredible Hulk [vol. 2] #344



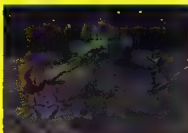
FIRST APPEARANCE:
The Incredible Hulk [vol. 2] #364

MADMAN

ORIGIN: In graduate school, Phil Sterns (who just so happens to be the Leader's younger brother) struggled through the same nuclear physics class as Bruce Banner, whom he idolized from afar. As years passed, Banner became a prominent scientist while Sterns barely managed to pay his bills. He did keep tabs on Banner, however, and eventually learned of his hero's monstrous secret. Sterns then submitted himself to gamma radiation, hoping for

similar results. He got them—in the form of Madman. The only problem: His smarter, more aggressive, redder alter ego soon took over, complete with stamina and durability similar to the Hulk's.

IN THE GAME: Madman wants to turn Betty into a gamma beast, and only the Hulk can stop him. "Try to destroy the machine and then fight him one-on-one," hints Barnhart. So, focus your attention first on destroying the four consoles. Then, be sure to dodge Madman's long-range



attacks [not to mention the pesky guards out to get you]. He's no faster than you, so you shouldn't have much trouble grabbing him with Circle or slamming down hard on him from the air.

Sept. 1964: *Tales to Astonish* #59

The Hulk battles Giant-Man in this monthly Marvel series. In the following issue, his own stories are told for half of each book. Namor the Sub-Mariner takes Giant-Man's place beginning with TTA #70.

Aug. 1965: *Tales to Astonish* #70

For the first time, Bruce Banner maintains his intellect while in Hulk form.



Jan. 1967: *Tales to Astonish* #87

For the first time, the Hulk publicly changes back into Bruce Banner, revealing his secret at last. Significantly present at this scene are Betty Ross, "Thunderbolt" Ross, and Glenn Talbot.

April 1967: *Tales to Astonish* #90

Hulk's most powerful foe, the Abomination, debuts. Covered with lizardlike scales, he's smarter, bigger, stronger...and uglier.





desert (a flashback), the Hulk and Banner find themselves visiting other locales from the film, such as San Francisco and the military base. The game ends aboard the Leader's ship with a plot twist of sorts when both Banner and the Hulk confront the big-brained megalomaniac.

The comic-book influence on *The Hulk* strongly influenced the game's beautiful mix of realistic and cel-shaded graphics. "We thought, 'what a cool way to kind of bring all that together by creating this new version of cel-shading,'" Barnhart tells us. "You cel-shade it in a way that doesn't make it feel cartoony, but makes it look like kind of a combination of realism from the film and a comic book. And then we're like, 'Gosh, not only does this kind of bring these two universes together, but—wow—this looks really cool!' There're no other games that do that type of cel-shading."



And Barnhart doesn't deny the Hulk-sized pressure associated with pleasing fans who are tired of their only good gaming experience with the Jade Giant coming courtesy of Capcom fighting games. "It's humongous," he admits. "It's very overwhelming—something that was a huge challenge. But very fun at the same time."

Yes, fun...not unlike the game itself. If Bruce Banner ever decides to take up gaming, *The Hulk* might not be a bad place for him to start. ■■■

RAVAGE

ORIGIN: When Bruce Banner was studying physics as an undergrad at Desert State University, Dr. Geoffrey Crawford took the brilliant student under his wing. Years later, Banner rekindled his friendship with Crawford, who claimed to have found a cure for his Hulk transformations. As Banner soon found out, though, the wheelchair-bound professor had other ideas in mind. By deceiving his pupil, Crawford became a Hulk-like creature of his own, freeing

himself from his crippled state. As Ravage, Crawford maintains his intelligence yet uses his gamma-fueled powers with evil intent. **IN THE GAME:** Ravage may be the first villain you encounter, but don't expect to fight him until later. Perhaps more than any other boss fight in the game, this is a true grudge match. Just like Hulk, Ravage slams the ground hard, causing stalactites and other debris to fall on you. "That's also his Achilles' heel," says Barnhart.

"You can just pick those things up and throw them—that's what hurts him the most."



FIRST APPEARANCE:
The Rampaging Hulk [vol. 2] #2

April 1966: *The Incredible Hulk* [vol. 2] #102: Namor and the Hulk say good-bye to Tales to Astonish, as the newly dubbed *The Incredible Hulk* continues Tales' numbering and dedicates all its pages to its green-skinned namesake.

March 1970: *The Incredible Hulk* [vol. 2] #123: The Absorbing Man, who can absorb the physical properties of anything he touches, becomes one of the Hulk's deadliest, baldest foes.



July 1971: *The Incredible Hulk* [vol. 2] #141: Out of curiosity, Dr. Leonard Samson irradiates himself with gamma-particle energy drained from the Hulk. He gains 200 pounds of muscle, fights Hulk, and later becomes one of Banner's great friends.

THE HULK

THE MOVIE



Nov. 1994: *The Incredible Hulk* [vol. 2] #183

Wolverine makes his first full appearance as a Canadian operative in pursuit of the Hulk!



Nov. 11, 1977: *The Incredible Hulk* TV pilot

The Hulk's live-action debut changes the comics. Bill Bixby plays Dr. David Banner (no Bruce), and a green-painted Lou Ferrigno takes over when he gets angry.

Feb. 1980: *The Savage She-Hulk* #1

The She-Hulk is born as a result of a blood transfusion Banner provides to save the life of his cousin, Jennifer Walters. Green chicks = hot.



June 1981: *The Incredible Hulk* [vol. 2] #268

Major Glenn Talbot pilots a plane trying to take down the Hulk. Hulk takes down the plane and Talbot is killed.



Photo illustration by ZFuse

Sam Raimi vowed moviegoers with *Spider-Man*, Bryan Singer's *X-Men* films are only getting better. Now, it's Ang Lee's turn to debut one of Marvel Comics' most iconic superheroes on the big screen. And based on the buzz behind Universal Pictures' biggest summer blockbuster, the respect Raimi and Singer have paid to their respective franchises may not hold a gamma ray to Lee's dedication to *The Hulk*.

The Hulk is the first Marvel creature in the comic-book world that is a mixture of monster and superhero," says Lee, whose attention to detail has reportedly resulted in the likes of two-hour discussions on how a certain major character might eat a chicken wing. "I think it's possible to do a mixture in a very emotional way. We all have that Hulk inside of us—that alter ego.

No one shows that side of his personality to the world in quite the same manner as that poultry connoisseur himself, Dr. Bruce Banner, played by Eric Bana (*Black Hawk Down*). "There's so much soul-searching in this character," Bana tells us. "He's a somewhat confused individual. On the surface is a scientist and that kind of thing—underneath, there's a dark past. He isn't completely in touch with what has occurred and why. As the movie progresses, he gets closer to discovering those dark secrets and repressed memories.

Hot off *A Beautiful Mind* (and, well, just plain hot), Oscar-winner Jennifer Connelly plays Betty Ross, whose attraction to Bruce is based largely on trying to figure him out. "Betty Ross finds herself in love with somebody. She doesn't know who or what he is," Writer/Co-producer James Schamus told *USA Today*. "Her quest to find the truth is also a quest to fully realize her love."

Nick Nolte's (*48 Hours*) role as Bruce's abusive father, David Banner, heavily into his son's disturbed psyche. Also a scientist, David may have instilled much more in Bruce than inner rage and resentment. "I involved on

exactly what Bruce's pop means. Complicating matters, the military doesn't take kindly to green muscle-bound freaks on a rampage. Major Glenn Talbot (Josh Lucas, *Sweet Home Alabama*) and Betty's father, General Thaddeus "Thunderbolt" Ross (Sam Elliott), lead the charge to bring down the Hulk, who is brought to life by incredible computer imagery courtesy of Industrial Light & Magic.

Lee may treat his virtual actor with more care and precision than his real ones. In fact, daily supervision by the man best known for directing *Crouching Tiger, Hidden Dragon* ensured that LM created a realistic-looking Hulk, complete with facial hair, pores, and muscles that respond to movement in an anatomically appropriate manner.

Acting alongside a 15-foot synthespian who wasn't actually there for the shooting proved unsettling for Connelly. "I'm looking at pieces of pink tape on the cutout head," she recalled to *Vanity Fair*. "There's nothing there! It's a little humiliating."

It didn't take long for Connelly to get used to her situation, however, and the onscreen result should exemplify what Lee values to an even greater degree than CGI (or even proper chicken consumption): a thrilling yet serious emotional story.

Nolte was skeptical before he accepted his role. "I wasn't interested in just doing a cartoon," he told *DarkHorizons.com*. "Ang came to the house and said, 'Look, Nick, I don't know how to do a cartoon. But I do know how to make a Greek tragedy.' So I said, 'If we go for a Greek tragedy, I'll go for it.'"

Marvel producer Avi Arad applauds Lee for going the extra three-mile leap to shake the "just a comic movie" stigma. "Usually a director like Lee reacts to a story he can tell," he says.

Audiences should think of *The Hulk* as an art film with amazing action and a big budget.

Even with talk of a sequel already making the rounds, based on his remarks to *Entertainment Weekly*, it sounds like Lee needs a break. "When this is over, I'm going to be doing as much as I can to relax."

May 1962: *The Incredible Hulk* TV series.

"A Minor Problem"

There's one major problem in this, the last episode of *The Incredible Hulk*: It ends with a never-resolved cliffhanger!

1984: *QuestProbe Featuring the Hulk*

Computer gamers get a chance to take part in the Hulk experience in this text-based adventure. It's not exactly as visceral as Universal's game.

May 1966: *The Incredible Hulk* [vol. 2] #319

After a 24-year courtship, Dr. Robert Bruce Banner and Betty Ross are finally wed! (How do they stay looking so young?!)
—Matt Kasper



THE HULK

THE HISTORY

THE MONSTER IS BORN

In 1961, Marvel Comics writer Stan Lee and artist Jack Kirby revitalized superhero comic books by creating *The Fantastic Four*. The duo hoped to continue that success the following year with a new project. Inspired since his youth by Boris Karloff's rendition of the monster in *Frankenstein*, Lee set out to create his own misunderstood monster with whom readers could sympathize. When he realized a cerebral side was also needed to keep the character interesting, he recalled Robert Louis Stevenson's classic novel *Dr. Jekyll and Mr. Hyde*. The idea of a character transforming from normal to monstrous and back to



Oct. 1964: *The Incredible Hulk* [vol. 2] #324. It's the first (return) appearance of the Gray Hulk since his 1962 debut with *The Incredible Hulk* #1 (which, until now, had been treated as a "mistake").

April 1967: *The Incredible Hulk* [vol. 2] #330. General "Thunderbolt" Ross dies. He mysteriously returns in later issues of the comic-book series. Wanna know how? So do we!

May 1967: *The Incredible Hulk* [vol. 2] #331. Writer Peter David begins his 136-issue run working on *The Incredible Hulk*. Most fans consider David's 11 years writing for the series to be the best Hulk era ever.

Sept. 1988: *The Incredible Hulk* [vol. 2] #347. Gray Hulk begins his stint as Las Vegas bodyguard Mr. Fixit. While in this role, he meets and dates Marlo Chandler, who later marries his pal Rick Jones in issue #418.

normal again intrigued me," Lee writes in his foreword to *Hulk: The Incredible Guide*.

By January 1962, Lee's tragic tale had intrigued its own readers. Set at a desert facility run by the U.S. Department of Defense, the story opened with Dr. Bruce Banner preparing to test his much-ballyhooed "G-bomb," a gamma-radiation bomb created at the height of the Cold War in order to deter a nuclear attack. After weeks of setbacks—many caused by a frustrated Soviet spy named Igor Drenkov—Gen. Thaddeus "Thunderbolt" Ross grew impatient and ordered the countdown to begin. At the same time, Banner noticed a teenager named Rick Jones driving his car through the site on a dare. In an act of heroism, Banner rushed to rescue the teen and managed to throw him into a ditch moments before the bomb detonated. One problem, though—Banner didn't quite make it that far.

Miraculously, the brilliant scientist survived the blast, but he began to experience unbearable pain as gamma radiation flowed through his body. Banner suffered for the next several hours until nightfall, at which point his body underwent an awesome, horrific, and incredible transformation. He became the monster known as the Hulk.

Soon after the events of his first comic, the Hulk began to adapt into his more traditionally known form. Because Lee and Kirby preferred the color green's look on the comic-book page, they changed the creature's original gray

hue. And rather than have the absence of daylight trigger Banner's transformation, the creators decided that strong feelings—like anger and fear—would provide the catalyst.

BEAUTY AND THE BEAST

Since page two of *The Incredible Hulk #1*, Betty Ross has been there. The daughter of Gen. Ross, she spent her early years as a military brat on the move. Then she met a shy, sensitive physicist named Bruce Banner—a sharp contrast to the tough-as-nails soldier types she'd grown accustomed to. From their very first meeting, Betty felt something special for Banner—but when the person you're in love with turns into a raging monster hated by the world, it tends to complicate matters.

Throughout the years, many factors prevented the couple from hearing wedding bells. Above all, Gen. Ross detested Banner's green alter ego. At one point, everyone believed Banner dead (though the Hulk lived, so Betty married his rival, Maj. Glenn Talbot. Soon after, a supervillain named MODOK submitted Betty to gamma rays, transforming her into the evil airloklike Harp—none of the few creatures who ever defeated the Hulk. Betty eventually reverted to normal, though, and divorced Talbot. By 1964, she and Banner wed, and despite their marriage's rocky points (including a miscarriage three years later), the two loved each other until Betty's tragic death at the hands of the Abomination in 1996.

GREEN AND GRAY

Although most people know the Hulk as a green-skinned, dim-witted beast incapable of constructing a proper sentence, Banner's alter ego actually takes many forms. When Banner was a child, his father abused him, leading to his multiple-personality disorder later in life. The gamma radiation he was exposed to simply unleashed the other beings within him, each manifesting itself as a different Hulk.

Several incarnations have presented themselves, but the green Savage Hulk (as opposed to Professor Hulk or Mindless Hulk) is the one you're probably most familiar with. His limited vocabulary, childlike nature, and need to be alone represent Banner's powerless inner child. Of course, being the strongest version, Savage Hulk is anything but powerless.

Though Gray Hulk resulted as a misprint of sorts from the first *Hulk* issue, writers in the 1980s resurrected him to add more complexity to the character. Very intelligent, but not as big or strong as Savage Hulk, Gray Hulk is still a brute—not someone you'd wanna mess with. Once, while the world believed the Hulk was dead, Gray Hulk managed to sequester his Banner side. Naming himself Joe Fixit, he worked as an enforcer for a Las Vegas casino owner—beating the crap out of people was part of his job, and he loved it. Eventually, however, Banner fought his way back as the dominant personality.



WHAT YOU NEED TO KNOW NOW

"The current *Hulk* story line (written by Bruce Jones) has broadened the audience for the series because it cuts to the heart of the character," says Alonso. "If you or I lose our temper, we break some fine china—if Bruce Banner loses his cool, he unleashes a force that can level a city. That's heavy stuff."

The current *Hulk* is about anger-management issues, the uncontrollable id, the line

between man and monster," he continues. "Like the character from the TV show of old, our Bruce Banner is a man on the run for a crime allegedly committed by his alter ego. Unlike the TV show, he is being pursued not just by the authorities, but also by mysterious and seemingly sinister forces—forces with motives of their own. The backdrop is weird science; the vibe is pure thriller. This is not a superhero book."

Want to learn more about the Hulk's long (and confusing!) history? Check out Tom DeFalco's excellent *Hulk: The Incredible Guide* from DK Publishing or Marvel's own *Hulk Encyclopedia*.

June 1951: *The Incredible Hulk* [vol. 2] #382
The Hulk joins the Pantheon. Assembled by a philanthropic immortal named Agamemnon, the superteam's goal is to prevent emergencies from happening.

Jan. 1993: *The Incredible Hulk: Future Imperfect*
This miniseries lands Hulk in a postapocalyptic future where he must confront himself. Driven mad by further nuclear radiation, "Maestro" rules with an iron fist.

July 1998: *The Incredible Hulk* [vol. 2] #466
Bruce Banner's wife Betty Ross is murdered by the Abomination, the result of gamma-radiation blood poisoning.

THE HULK

WEIRD SCIENCE: THE HULK

BY LOIS H. GRESH AND
ROBERT WEINBERG

—based on text from their book,
The Science of Superheroes (John
Wiley & Sons, 2002)

The Hulk is one of the most popular and, more important, fun comic-book characters of all time. But is the story of his creation believable? In his origin tale, nuclear scientist Bruce Banner invents a "gamma-ray bomb" and is exposed to hard radiation. Banner is so radioactive that he sets off Geiger counters. When angry, he changes into the monster dubbed the Hulk.

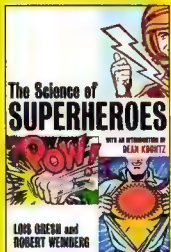
So what is a gamma-ray bomb, and could it turn Banner into the Hulk? Is there any way to turn a person bright green (well, without paint or food coloring)?

Gamma rays are electromagnetic radiation emitted during a nuclear explosion. We measure the radiation in units called rems. If Banner received the full brunt of the gamma rays from his bomb—if his body set a Geiger counter crackling hysterically—he'd have received a dose of 1,000 rems or more. A reading of 800 rems is fatal.

If Banner was exposed to 400 to 800 rems, his chance of living more than a few days may have increased to 50 percent. However, he'd be at a high risk for fatal cancer.

Hard radiation does one thing: It kills. If Banner was exposed to gamma radiation, he would have died within two days. The Hulk just doesn't make sense according to his origin story.

But that doesn't mean a Hulk of sorts is scientifically impossible. Let's imagine this scenario: Instead of majoring in nuclear engineering and gamma ray bombs in college, suppose Banner studies chemistry and biology. In particular, he examines the adrenal glands



that produce steroids, which are the hormones that control body shape and produce chemicals that react to fear and anger.

In our story, Bruce creates super versions of the artificial steroids used by bodybuilders. High steroid use can cause baldness, mood swings, and rages—in short, the Hulk. These super steroids would be modified to wear off after a few hours, thus returning Bruce to his normal size and temper.

Further, let's suppose Bruce learns about Alba, the GFP (green fluorescent protein) bunny. In real life, scientists removed fluorescent protein from jellyfish and inserted the gene into a fertilized rabbit egg cell that grew into Alba. The green gene was present in every cell of Alba's body. When Alba rested beneath a black light, she glowed green.

In our version, Banner uses himself as a test subject for the same experiment by inserting the green fluorescent protein into his own cell structure. Whenever he gets angry, the super steroids activate the GFP gene in his body, causing his skin to glow green. When the steroid wears off, Bruce's color returns to normal.

Do we care whether Dr. Bruce Banner could turn into the Hulk? Sure! It's nice to know that the Hulk could indeed be big, green, and supermean.



There's something exhilarating about the Hulk, according to Axel Alonso, editor at Marvel Comics. "I mean, you haven't wished they could transform into a big, indestructible monster at one time or another? And then there's the purple pants.... Don't get me started."

For some reason, we think even mainstream audiences find more than just the Hulk's wardrobe appealing. Fact is, even without this summer's megahit, you don't have to be a comic-book fan to relate to what the Hulk is all about. Throughout the years, other media—especially television—have contributed to the Hulk's giant popularity.

THE TV SHOW

Who would have thought that one of the biggest TV stars of the late '70s would be a world-class bodybuilder painted green? Starting in 1977 and lasting for



"Eat your heart out, Affleck!"

five seasons, CBS's *The Incredible Hulk* featured the bulky Lou Ferrigno as the monstrous alter ego of Dr. David Banner, played by the late Bill Bixby. (The show's producer changed the character's name to David both to avoid alliteration and because Bruce sounded too gay.) The show's loose interpretation of the comic-book mythos meant there was no Leader, Abomination, or anything else remotely resembling a supervillain. Instead, Banner spent his life on the run, especially from a tabloid reporter named Jack McGee (Jack Covino), while looking for a cure to his Hulk-itis. You can get a taste for what the series is all about on Universal's recently released DVD of the pilot episode (see page 51 for more).

THE MADE-FOR-TV MOVIES

Years after the TV series ended, Bixby and Ferrigno returned to their popular roles in three TV movies for NBC. Though excruciatingly hard to watch (check out Anchor Bay's recently released two-disc DVD set to see what we mean), both *The Incredible Hulk Returns* and *The Trial of the Incredible Hulk* tried to please Marvel fans with appearances by Thor (Eric Allan Kramer) and a black-pajamas-wearing Daredevil (Bret Smith). Even (im) himself, the respectable John Rhys-Davies, embarrassed himself in *Trial* as



SPOOFS

The ultimate form of flattery

The past few decades have seen many attempts to satirize the Hulk. In 1992, a green-painted Chris Farley delivered a hilarious eulogy at Superman's funeral on *Saturday Night Live* (above). More recently, a 2002 *Simpsons* episode featured Homer Hukking out (left).

the Kingpin. However, 1990's *Death of the Incredible Hulk* (also available on DVD, but from Fox) offered closure in a story that had the heart of the TV show. So what if the Hulk's falling out of a plane to end his life seemed a little anticlimactic?



"Hulk look funny in '60s cartoon!"

THE CARTOONS

Dating all the way back to 1966, three animated series have prominently featured the Hulk. Green Genes joined Namor, Thor, Iron Man, and Captain America in *Marvel Super Heroes*, an extremely low-budget syndicated production in which the cartooning literally involved making stiffs from published comic books move at an incredibly low framerate. Things got better in 1982, when NBC's *The Incredible Hulk* ran for one season in the same hour block as *Spider-Man and His Amazing Friends*. (The best thus far, though, was 1996's *The Incredible Hulk* on UPN. The show lasted two seasons, featured excellent animation, and faithfully re-created classic story lines for modern times. Appropriately enough, Lou Ferrigno actually voiced the Hulk for the show.)

April 1999: The Hulk #1
The Hulk's book is renumbered in the series that continues to today. Commencing with issue #12, The word "Incredible" is again added to the title.

May 1999:
The Incredible Hulk rather coaster opens at Universal Studios' Island of Adventure in Orlando, Florida.



Jan. 2002: The Incredible Hulk vol. 3 #36
Writer Bruce Jones and artist John Romita, Jr. send Bruce Banner on the run after he's blamed for the death of a young boy. This story represents a darker, edgier direction.

June 2002:
The Hulk from Universal Pictures smashes into a theater near you. Celebrate with a pair of Hulk Hands!





QuestProbe Featuring the Hulk



War of the Gems



The Incredible Hulk (Genesis)

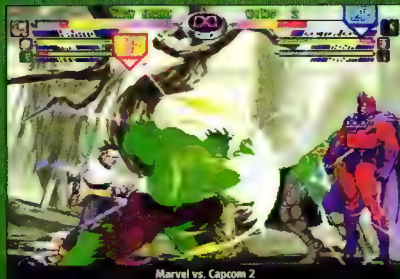


TM: The Pantheon Saga

19 YEARS OF GAMES

Just not many good ones

Until now, the Hulk's track record for videogame stardom has been considerably less than incredible. Perhaps being canceled on Atari 2600 was a bad omen. (Can you find the unreleased game's screenshot on page 115?) Or Greenstein's first starring role occurred in a popular—yet unplayable by today's standards—text adventure for computers. The 16-bit games at least hold up in their mediocrity, but only the most hardcore fans will care enough to play at all. As for the PS1 game...why did Eidos even bother? If not for the new Universal Hulk, we might still think he's good only for supporting roles in Capcom fighters.



Marvel vs. Capcom 2

HULK GAME-OGRAHY

STARRING ROLES

- **THE INCREDIBLE HULK** (Atari 2600, Parker Brothers, never released)
- **QUESTPROBE FEATURING THE HULK** (various Apple/PC formats, 1984)
- **THE INCREDIBLE HULK** (SNES/Genesis/Game Gear, U.S. Gold, 1994)
- **THE INCREDIBLE HULK: THE PANTHEON SAGA** (PS1/Saturn, Eidos, 1997)
- **THE HULK** (PS2/Xbox/GameCube/PC, Universal Interactive, 2003)
- **THE INCREDIBLE HULK** (Game Boy Advance, Universal Interactive, 2003)

SUPPORTING ROLES

- **MARVEL SUPER HEROES** (Arcade/Saturn/PS1, Capcom, 1995)
- **MARVEL SUPER HEROES IN WAR OF THE GEMS** (SNES, Capcom, 1996)
- **MARVEL SUPER HEROES VS. STREET FIGHTER** (Arcade/PS1, Capcom, 1997)
- **MARVEL VS. CAPCOM: CLASH OF SUPER HEROES** (Arcade/PS1/Dreamcast, Capcom, 1998)
- **MARVEL VS. CAPCOM 2: NEW AGE OF HEROES** (Arcade/Dreamcast/PS2/Xbox, Capcom, 2000)



REVIEWS

Making the world a more perfect place.



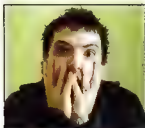
GAME OF THE MONTH



APE ESCAPE 2 MONKEYS ARE FUNNY

And funny is one of the things that can land you the Game of the Month award in a hot minute.

MEET THE CRITICS



JOHN DAVISON

John's still suffering from a pleasure overload at seeing GT4 and MG53 screens.

Current Favorites: *Soul Calibur 2* (still), *SOCOM* (still)

Favorite Genres: Driving, killing, driving and killing



GARY STEINMAN

Think you caught all the monkeys? Think again! [Oh, yeah—shut up, Chris.]

Current Favorites: *Ape Escape 2*, *L.A.T.U.*

Favorite Genres: RPG, Platformers

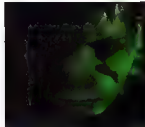


JOE RYBICKI

Joe's idea of a good time: 1. Watch *The Ring*. 2. Play *Fatal Frame*. 3. Whimper.

Current Favorites: still *SOCOM* [look for "joePM"]

Favorite Genres: FPS, Puzzle, Shooting things



CHRIS BAKER

CHRIS SMASH GARY! CHRIS SMASH TODD! CHRIS SMASH SAM! CHRIS SMASH YOU!

Current Favorites: *The Hulk*, *SMASHing!*

Favorite Genres: *SMASH!* *SMASH!* *SMASH!*



SAM KENNEDY

If there's one thing Sam loves about having his bio underneath Chris', it's that no matter what, he can't seem half as dorky.

Current Favorites: *Arc the Lad*

Favorite Genres: Action



TODD ZUNGA

Yo, check it. It's either playin' footie wit' me main mens on da PS2, or I's out wit' me geezers shakin' fo' birds.

Current Favorites: *Winning Eleven 6*, *Da Ali G Show*

Favorite Genres: Sports

REVIEWS

A surprising number of surprisingly good games show their faces this month.

PS2 GAMES

- 92 *Ape Escape 2*
★★★★
- Arc the Lad: Twilight of the Spirits*
★★★★
- 96 *Chaos Legion*
★★★★
- 93 *Chessmaster*
★★★★
- 95 *Evil Dead: A Fistful of Boomstick*
★★★★
- 91 *The Hulk*
★★★★
- 98 *Resident Evil: Dead Aim*
★★★★
- 95 *Silent Line: Armored Core*
★★★★
- 97 *Speed Kings*
★★★★
- 94 *Unlimited Saga*
★★
- 97 *Wakeboarding Unleashed*
Feat. Shaun Murray
★★★★

PS1 GAMES

- 99 *Air Hockey*
★★★★
- 99 *Jigsaw Madness*
★★
- 97 *MLB 2004*
★★★★
- 99 *Mobile Armor*
★
- 99 *Monster Bass!*
★★
- 99 *Patriotic Pinball*
★★

PERIPHERALS

- 99 *Air Flo EX*
★★★★
- 99 *Promedia GMX 45.1*
★★★★
- 99 *Remote Free*
★★★★



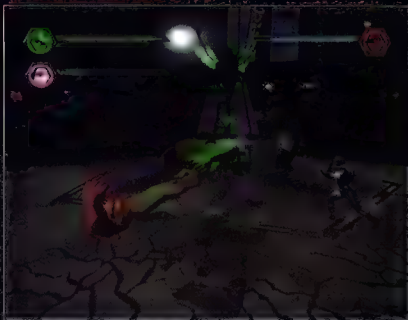
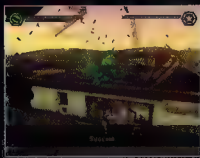
92
MONKEYS
Monkeys in hats
Monkeys in trousers



94
HARD
Core
A good game, but not great



98
READY
Aim
The game is a bit too easy



Take a second to think about everything you could possibly want in a Hulk game. If you're like me, you might have pondered this in the past with thoughts like, "Well, lots of smashing! And...um...lots of big bosses to fight! And...um...did I mention lots of smashing?"

Well, that is, with a character like the incredible icon of super-heros, there's not a whole lot more you can realistically expect than a game that makes you feel like ol' Green Goliath. And that's where the smashiest known as *The Hulk* succeeds. It may feature the problems inherent with most any game of the *Double Dragon*/*Final Fight* variety, but there hasn't been a punch/kick/throw beat-em-up this good in many years.

If you want "HULK SMASH!" you've got it. Although the game takes the Green Goliath on a very linear path of destruction, it's a very entertaining one that, thanks largely to its fantastic physics engine, you can play differently just about any time you experience the game. You can also interact with almost anything found along the way—pick up everything from debris to cars to butchered meat hanging

in a freezer, then use it to knock the crap out of any soldier, gamma dog, or other freakish abomination you face. The addition of all of the Hulk's signature moves (save the three-mile leaps, an understandable omission for gameplay's sake) only makes things better for comic purists, though having to hit two buttons at once for a Rage attack often leads to undesired results.

"Undesired" also describes the Bruce Banner levels. I appreciate the change of pace offered by stealth missions, but *Metal Gear Solid* quality these are not. While the cinematic camera angles never really inhibit your experience as the Hulk, as Banner, they can make it impossible to effectively stealth-kill a soldier, because you're simply too far away to judge depth properly—that's a real problem. Beyond that, the A.I. forgets about you once you reach a certain point of escape, much of these missions amount to simple crate pushing, and some of the stealth action is just plain illogical. (Case in point: In one area, Banner disguises himself as a masked soldier, yet he's recognized if he gets too close to an enemy. Noticeably keeping as far away from them as possible,

however, raises no suspicion. The only real bright spot to these levels is hearing Eric Bana's excellent voice work.

Fortunately, few levels delve in the throwaway stealth, and any criticisms of the smash-em-up action are probably exactly what you'd expect—it's somewhat repetitious after a while and a bit nonsensical (does it really take three Hulk hits to bring down one messy human soldier?). I also wish the plot had done a bit more to introduce Hulk newbies to the stories behind the bosses ripped straight from the Hulk comics—Ravage, Madman, and Flux aren't exactly the Joker, Lex Luthor, or Magneto. Despite that oversight, though, most boss fights, especially the one against Half-Life, are a blast.

As a character, the Hulk may not be as conducive to gameplay as Spider-Man or Wolverine, but you have to applaud Radical for doing just about everything you could want with the not-so-jolly green giant. Stealth missions excepted, you're in for a genuinely fun eight hours of gameplay in *The Hulk*. Nuff said.

Chris Baker



THE HULK

One incredible beat-em-up

Publisher: Universal Interactive Developer: Radical MSRP: \$49.99 ESRB: Teen



REVIEWS

They're too busy singing to put anybody down.



Fact: Everyone loves monkeys. Next fact: *Ape Escape 2* is loaded with monkeys—300, to be exact. Final fact: If you don't love monkeys, you're un-American and the terrorists have won.

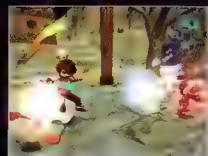
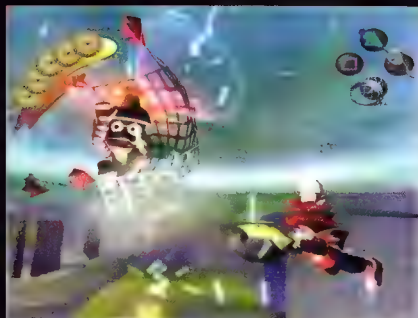
Consider these three simple yet irrefutable facts, and it's easy to see why *Ape Escape 2* is one of the greatest games ever made. I mean, just think about the premise: You're on a mission to capture monkeys. With a net. And these monkeys wear pants (er, mostly), which makes them even funnier. It's gotta rule!

Still not convinced? Well, that's probably because you're one of the far-too-many people who never played the first *Ape Escape*, released back in 1999 for PS1. One of *OPM's* top 50 PS1 games of all time, *Ape Escape* was remarkably innovative. The neatest part? The control scheme. Finally, a platformer that used the Dual Shock in such a twisty yet incredibly effective way: right analog stick for movement, left analog stick to control your numerous clever gadgets. That led to all kinds of wacky fun, like running in one direction while swiping with your net in another. Or controlling an RC car while strolling alongside it. Or twirling the right stick to soar through the air with a helicopter gadget while steering with the left stick. Believe me, this works brilliantly, and it's brilliantly fun.

Ape Escape 2 is basically more of the same, but with better graphics and some nifty new gadgets and vehicles.

That's a good thing, by the way. After all, even if you've played the first game, the quirky concept and killer controls won't feel played out. It remains as fresh as a green banana (but more tasty, since green bananas aren't as yummy as those mushy, overripe brown ones).

Unfortunately, a few of the problems that plague the first game also stick around for the sequel. The worst offender? The camera, which might be the only casualty of *Ape Escape's* otherwise fantastic control setup. Since the analog sticks are both



accounted for and the right shoulder buttons are used for jumping, there's no free button for camera movement. Still, I found that I adjusted to the camera pretty quickly—but I'm sure at least a few of you will suffer seasickness from the herky-jerky movements. I also hated the final boss, which took me several terribly vexing hours to beat. (Yes, Mom—I know hate is a strong word, but in this case I mean it.)

But despite that frustrating

final fight, I won't be going out on a sour note, because as I write this, I still have 47 monkeys left to capture—some that I missed the first time around, others that I can get to only after I "beat" the game. And that makes me really happy. Because everybody (yes, even Canadians) loves monkeys—especially when they wear those silly short pants.

Gary Steinman



APE ESCAPE 2

There's no business like monkey business

Publisher: Ubi Soft Developer: Sony CEI MSRP: \$39.99 ESRB: Everyone



ARC THE LAD: TWILIGHT OF THE SPIRITS

Publisher: Sony CEA

Developer: Cattle Call

MSRP: \$999 **ESRB:** Teen

Every once in a while a game comes around and completely catches you off guard. For me,

Twilight of the Spirits is one of

those games—partly because it came straight

out of nowhere (Sony unfortunately gave it next

to no prerelease hype), but also because it's

such a departure from the *Arc the Lad Collection*

I reviewed last year. It really made me realize

how dated those PS1 Arcs actually are.

Twilight is entirely fresh in almost every

respect. Its visuals had me immediately sur-

prised. Not only do the graphics often approach

those of *Final Fantasy X* in terms of detail and clarity, but the

direction will have you easily mistaking this for a Square game. It's

clear that Sony infused this title with a healthy budget.

The story is also much more engaging this time around. It takes

place thousands of years after the previous titles and centers around

two separated-at-birth brothers whose lives become intertwined in

their quest to control the Spirit Stones, a valuable commodity in

the world of Deimos. The neat part is, you constantly swap back and

forth between the two brothers, who saves you an interesting per-

spective on the intriguing story.

Musik has always been a strong point in the Arc series, but it's at its best here. The majestic orchestral melodies ring, but along with

them come upbeat battle themes and moving melodies. Although the game reuses tracks for several scenes, it's impressive how well the musical selections accompany each sequence. It gives the impression of a film score that's perfectly matched to onscreen happenings.

The only feature that hasn't changed much is the battle system—which is one of the game's few drawbacks. It's not bad, but it doesn't quite feel on par with the rest of the experience.

Regardless, since the battles are strategy based, they at least remain interesting throughout.

Unfortunately, every once in a while, you'll run across a battle

that, for the sake of the story, requires a lot more of you than a

typical battle would, making things seem a little uneven. Usually, it'll

take you a couple of tries to figure out exactly what to do—a problem

made worse by the fact that game saves are few and far between.

For the most part, though, *Twilight* is an especially solid RPG

with very few low points. Fans of the original games will surely dig

this latest installment (and will enjoy the occasional subtle reference

to previous titles), and everyone else ought to at least get

sucked in by its unique story line.

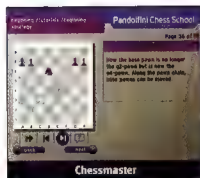
I think the game's timing definitely helps, too. The long summer

months are ideal for a healthy, drawn-out RPG, but this year's

pickings seem a bit slim (*Unlimited Saga*? Um, no thanks). While it may

not be the perfect RPG, Arc is the perfect RPG for this summer.

Sam Kennedy



CHESSMASTER

Publisher: Ubi Soft

Developer: Ubi Soft

MSRP: \$1999 **ESRB:** Everyone

Every time I pick up a console chess game, the first thing I do is check out all the fancy 3D sets that are included. And every single time, I end up switching to the 2D, black and white iconic set after about 10 minutes. The resolution of a standard TV just isn't high enough to allow for much clarity on a busy 3D chessboard.

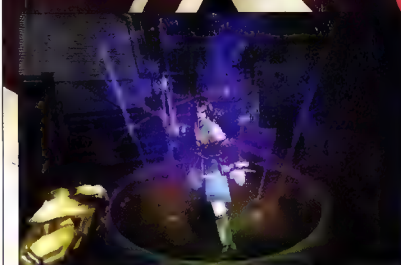
Chessmaster compounds the problem by not including any kind of zoom control on the camera. It's just one example of the many game elements that look great at first glance, but prove to be less thrilling in practice.

Take, for example, the extensive Pandolfi Chess School. It offers some solid training for the advanced player, but neophytes might find it extremely tough to understand. Each lesson is followed by a series of quizzes—but many of them assume knowledge that the lesson itself hasn't taught. What's worse, if you get the answers wrong, you're shown only the right answer, not *why* that answer is right and yours is wrong.

The game also includes an animated mode where the pieces act out brief combat scenes when a piece is taken—but the pieces themselves look ridiculously similar to one another, so it's nearly impossible to follow the game.

Chessmaster is a full-featured chess game. And it undoubtedly will help you hone your game if you already have some experience under your belt. But it's flawed in a lot of little ways, and these little flaws add up.

Joe Rybicki





REVIEWS

It's like a latter-day *Bard's Tale*!

SNEAK PEEK

The best thing about *Unlimited Saga*? The *Unlimited* PEEK 2 video promises "the strangest game yet."



Kee an eye on Akitoshi Kawazu, because one day he'll get it right, and when he does, his game will be absolutely extraordinary.

But for now, the man-whose-name-sits-above-the-*Unlimited Saga*-logo has added yet another title to his string of brilliant mistakes. The latest *Saga* game is nothing more than a failed experiment from a flawed visionary.

It's really too bad, because *Saga* has so much going for it: a bold visual style, a daring battle system, an innovative character-development setup, and one of the best soundtracks ever. But it also suffers some stultifying strikes: excruciating difficulty, obtuse mechanics, a stifling lack of freedom, and a brutal mission structure that punishes you as often as it rewards you.

Basically, instead of reveling in its many innovations, *Unlimited Saga* reminds you how good some of those traditional, even cliché, RPG elements can be.

Take the movement system. Exploration occurs on what resembles a board game, with a stationary icon representing your party. You move one step at a time, uncovering portions of the map as you go. Occasionally, there'll be a branching path or a tricky obstacle, but you're still stuck lugging a static character around a static board. Blech.

Then there are the enemy encounters. As you trudge along, you'll run into all kinds of colorful foes. If you're lucky, you can avoid the enemy and keep moving. If not, the battle begins. This is where things start to get good: Combat involves lots of strategy, a bit of luck, some timing, and "unlimited" combos. But this is where things also get pretty bad: The endless encounters quickly add up, often depleting far too many of your life points, destroying any hope of completing your mission. Plus, you don't gain any experience from individual battles; you get a boost in your abilities *only* if you finish a mission. Even worse, you can't bail out of battles—and for the most part, you can't heal your life points. What's more, some of the bosses are brutally unfair, with baddies that are nearly indestructible.

It's almost enough to make you cry. Believe me, when you invest a few hours on a mission, only to die just a few steps from the finish line, with absolutely nothing to show for your time and effort, it's a wee bit irritating.

But not as irritating as that absurd spinning reel. While it's a nice touch during battles, having to spin the wheel to do just about anything else—disarm traps, unlock treasure chests, cross obstacles—gets old really fast.

It all adds up to a frustrating mess. Still, while I don't recommend you buy this game, it's a worthy rental for hardcore RPG fans, if only to experience some of Kawazu's quirky vision. It's as if he stripped away any extra elements from his game, leaving us with the bare essence of an RPG.

Unfortunately, he also stripped away any sense of fun.

Gary Steinman



AKITOSHI'S ATROCITIES

Unlimited Saga isn't the first visionary flop from Square producer/director Akitoshi Kawazu. Some career highlights:

FINAL FANTASY II Hey, I dug it, but plenty of FF fans were put off by the oddball development setup, which did away with experience points in favor of a system that adjusted your stats based on your specific actions.

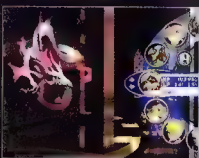
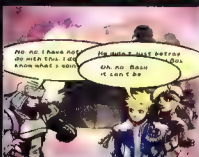
SAGA FRONTIER Seven separate adventures lead to seven jumbled, uncourosed stories. The battles were clumsy, too.

SAGA FRONTIER 2 Maybe the prettiest 2D game ever, with lush hand-drawn art, but the dull combat quickly became a tedious chore.

LEGEND OF MANA An attempt at a nonlinear RPG, *Mana* missed the mark because it had no plot to hold it together. Still, the ability to build the world as you go was a supercool idea.

RACING LAGOON A "car-RPG." Seriously. Instead of battling, you race. Sound retarded? It is. That's probably why it was released only in Japan.

NINTENDO STUFF Ha ha! You Nintendo-only suckas—guess what? Kawazu is heading up all the Nintendo/Square stuff!



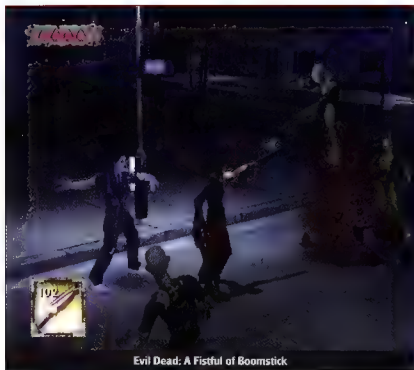
UNLIMITED SAGA

Unlimited frustration, unlimited unfun

Publisher: Square Enix U.S.A. Developer: Square Enix MSRP: \$49.99 ESRB: Teen

OVERHEARD

WHO'S LAUGHING NOW? **AAAAAGHH! AAAAAH!**
WHO'S LAUGHING NOW? —Ash Williams, *Evil Dead*



Evil Dead: A Fistful of Boomstick

EVIL DEAD: A FISTFUL OF BOOMSTICK

Publisher: THQ

Developer: VIS

MSRP: \$19.99 **ESRB:** Mature

I didn't play *State of Emergency* [yes, I was one of the lucky ones], but judging from the look of horror on John's face when he saw me playing *Fistful of Boomstick*, it must have been the kind of game that could scar you for life.

Well, I'm happy to report that it appears VIS has learned a few things from the *SOE* travesty. Now, *Boomstick* isn't what I'd call a particularly good game...but it's not particularly bad either. In fact, I'd say I had a lot more fun with it than I expected.

This is largely due to the influence of Bruce Campbell. He recorded all the voice work for Ash, and there's a whole hell of a lot. His wisecracking breaks up what could have been some pretty serious monotony [you can even make him toss out one-liners by tapping Triangle], and there are a few choice selections from the game's cinematics that are laugh-out-loud funny.

The other big thing *Boomstick* has going for it is a sensible targeting system. There are plenty of times when you'll find yourself surrounded by enemies, and being able to auto-target and fire from any position not only helps with the gameplay, it also makes for some pretty kick-ass effects. If an enemy shows up behind Ash, he'll just flip his shotgun over his shoulder and fire without even looking. Even better, equip a repeating shotgun with explosive shells, walk into a group of Deadites, hold down the Target and Fire buttons, and watch the blood fly. Priceless.

I also like the time-traveling theme; Ash travels from the pre-

sent to Colonial Dearborn, then to Civil War Dearborn, and finally, back to a seriously altered present. In each period [except the disappointing final act], you'll visit several familiar locations, even meeting up with Ash's own ancestors. It's a neat device.

So why the only slightly above mediocre score? Well, the graphics are awfully poor...and the camera sucks...and the level design makes no sense whatsoever...and the enemies respawn after a shockingly short time. Plus, in spite of the fact that Ash has a weapon in each hand, he can't use them both at the same time! To me, that's a monstrous oversight.

But, you know, the game's only 20 bucks. And really, when it comes down to it, there's definitely 20 bucks worth of gameplay here. Just don't expect a masterpiece.

Joe Rybicki



Evil Dead: A Fistful of Boomstick



Evil Dead: A Fistful of Boomstick

SILENT LINE: ARMORED CORE

Publisher: Ageia

Developer: From Software

MSRP: \$39.99 **ESRB:** Teen

It's pretty much a given now that after each substantial update in the *Armored Core* series [denoted with a numerical increase], subsequent "mission packs" follow. This never ceases to amaze me—I can't believe gamers don't give From Software more flak for never offering this stuff in one major release. I guess it just stands as a testament to people's dedication to this series.

Silent Line is one of those aptly described mission packs. It has a bunch of new mech parts and a few new knickknacks, but this is essentially *Armored Core 3* with different levels. And that right there ought to tell fans whether they'll want this one.

However, for those of you who haven't yet played an *Armored Core* game and are curious about this series, here's the deal: Think of this as a mech RPG. You're given lots of missions to carry out, you enter into battles to build up your characters, and you customize the crap out of your



mechs. That said, the game's also heavy on action, as you blast your way through a bevy of missions [often with A.I.-controlled teammates]. The thing is, the controls and gameplay are very finicky, meaning lots of people get immediately turned off. Unlike the *Zone of the Enders* games, which are fairly easy for anyone to pick up, *Armored Core* is an acquired taste.

But if you're ready to check the series out, *Silent Line*'s the game to do it with. The missions are harder and more intense than *AC3*'s, and the game features more destructibility in its environments. And, the music's better this time around, which also ups the excitement. Plus, hardcore players will welcome



the new training mode, where the computer will record your fighting patterns so you can effectively challenge yourself. It's a cool way to test your design and fighting abilities.

Really, though, *Silent Line* is a great update for hardcore fans, and that's about it.

Sam Kennedy

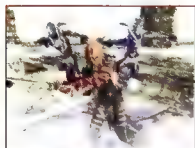
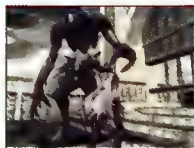




REVIEWS

SIX DEGREES

The lead character in *Chaos Legion* is voiced by Neve Campbell's brother Christian; he's also the voice of Max Steel in *Max Steel*.



toid enemies straight out of *Starship Troopers*—and you have an idea of what you're up against. *Chaos* is a truly linear affair, though, lacking the wide-openness of a *Dynasty* game. However, the *DMC*-like ambience adds a flair that just screams Capcom quality; also, there's no slowdown to be found, even as dozens of assailants attack at once. Unlike most of the company's games, *Chaos* forsakes dramatic camera angles in favor of granting you complete camera control with the right analog stick—a big plus in a game like this.

Chaos sets itself apart from other games of its ilk in that your character, Sieg, has the power to call upon Legions to assist him against the droves of enemies he faces. There are seven Legions, ranging from behemoths of great power to groups of swordsmen and archers. As cool as these companions may be, the game handles their management in a flawed manner. You can equip only two Legions per mission, and you earn new ones in a stage-by-stage manner—which means you can't even access all the Legions until you're more than halfway through the game. I quite like building these guys up as in an RPG, but why would I want to waste my time with the level 1 Legions I find later in the game when the first two I received have already powered up to level 4? It just doesn't make sense. (You can't even start over with all of your powered-up Legions once you beat the game!)

The cut-scenes also rubbed me the wrong way. I can't think of a better example of artsy intentions gone awry, resulting in overly melodramatic drivel that truly makes me want to gag. Exacerbating matters, some absolutely detestable voice acting overshadows otherwise reasonable performances.

I did have fun with *Chaos*, though, and that's the whole point of a game like this. If a sequel can improve the RPG elements, Capcom may have yet another great series on its hands.

Chris Baker



CHAOS LEGION

A fun hack-n-slasher, a flawed RPG

Publisher: Capcom Developer: Capcom MSRP: \$49.99 ESRB: Teen

THEN AND NOW

Climax, developers of *Speed Kings* and the *Hot Rod* racing games, are now working on the new *Italian Job* game.



Speed Kings

SPEED KINGS

Publisher: Acclaim

Developer: Climax London

MSRP: \$39.99 **ESRB:** Everyone

Let me see a show of hands for those who have actually heard of this game. None of you? No, me neither. It completely slipped under the radar, and that is a terrible, terrible shame because it's a surprisingly good game. *Speed Kings* is not a masterpiece, but it has something nailed that so many games seem to lack: it's fun. Lots of fun. Seriously.

Think crazy racing with stunts and reckless behavior, pepper it with a little bit of combat, and put the whole thing on high-speed motorcycles. Ride like a loony and you can build up a power gauge that lets you take advantage of a crazy speed boost. Sound familiar? Wait until you see the insane and spectacular crashes. *Burnout* fans who prefer bikes to cars will get a huge kick out of the whole thing.

You can also take out your opponents with a swift kick or punch and watch them wipe out. That sounds familiar, too, huh? With EA's *Road Rash* franchise notably absent from PS2, right now this is its spiritual successor.

I'm not normally one to get into bike games (and believe me, I've tried), but I'm oddly drawn to *Speed Kings*. There are plenty of challenges to keep you busy, lots of really cool-looking bikes to unlock, and plenty of stunts to master. It also has that elusive pick-up-and-play quality that means you can putz about with it for a few minutes, or you can really put your head down and open up a bunch of stunt.

I like pleasant surprises, and I think this is one of the most pleasant I've had in a while. You should definitely check it out.

John Davison



Speed Kings



Wakeboarding Unleashed Featuring Shaun Murray

WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY

Publisher: Activision

Developer: Shaba Studios

MSRP: \$49.99 **ESRB:** Everyone

I'll answer your question right off: Is this *Tony Hawk* on a wakeboard? It is not. Well, maybe a little—some precise controls, a load of guys you haven't heard of, great graphics. But really, it's a great game that won't sell a lick, because who gives a snot about wakeboarding? To the 11 protesting wakeboarders in the crowd: Shut it! No one cares about your "sport."

If I look at this game purely from a gaming standpoint, it's so brilliantly crafted, you should try it. Looking at it from a cultural standpoint: It's wakeboarding. And only 11 people care.

At the very least, you should play this solely for the soundtrack. I'll go out on a limb and say this is the best soundtrack I've ever heard. *Vice City*'s musical array is vast, but it has a few tunds in the mix, and *Hawk 4*'s tunes are inconsistent. But *Wakeboarding*'s rhythms will keep you tied to the game without complaint.

Another of the game's best features is that everything is at your fingertips. If you want to upgrade or start a new challenge or go for a load of gaps, you can access all of it without dealing with loading screens. That kind of accessibility is a first for an action-sports game.

But this game does have one real pain-in-the-butt, can't-be-fixed problem. Let's say you're trying to grind the one "secret" rail—secret, even though you know exactly where it is. You putz toward it, and because the boat is tugging you along, it takes 32 seconds for you to get to the challenge. Then you miss your two-

second window to get on the rail. Restart and it's 32 more seconds of waiting. Bo. Ring.

If the U.S. government outlawed wakeboarding tomorrow, it wouldn't change anything in my life. And I think the masses are with me. Still, this is a really pretty game with eye-catching water, really vast and inspiring environments, and some pretty nifty challenges that'll keep you locked in. Plus, there are boat races! And the two-player mode is absolutely rockin'.

So, while I say it's great, and while I keep stopping what I'm doing to play the game, I'm pretty sure you won't stop what you're doing to play the game. But you should. Especially since it's illicit, since maybe the government outlawed it? Not sure, though, since I really couldn't care less.

Todd Zuniga



Wakeboarding Unleashed



Wakeboarding Unleashed

SHAUN WHO?

When it comes to *Speed Kings*, age 27 has won two world championships in wakeboarding, he's been riding for six years.



MLB 2004



MLB 2004

MLB 2004

Publisher: Sony CEA

Developer: 989 Sports

MSRP: \$29.99 **ESRB:** Everyone

One thing about 989's *MLB* series has always cracked me up in that I-remember-doing-that-in-little-league! way: When there's a man on second base, the shortstop or second baseman will cover the base until the pitch is thrown. In case you don't know, no one ever does that in the Bigs. Never.

But what can you expect? What this game accomplishes is updating rosters so you don't have to. Is that worth \$30? To some people, it is. But not to me. Because, besides the rosters, this is the exact same game as last year. So, since 989 did minimal work, I will, too! Here's a quote from last year's review that still holds true:

"There are reasons to own *MLB* [2004], but above all, it's the only baseball game on the PS1."

And there you have it. It's the only one out right now. So buy it if you own a PS1 and like baseball. But, man, is the game slow.

For the rest of this space, I'd like to talk about how I think the Chicago Cubs are to the aughts as the Atlanta Braves were to the '90s. Only with power instead of craftiness.

Kerry Wood, Mark Prior, and Matt Clement are an undeniably strong starting three, as Glavine, Smoltz, and Maddux were a decade before. I'm not saying the Cubs are going to win their division this year (though they did start hot), but by next year, expect them to win 100 games a season for a few years in a row. Even after Sammy retires.

Then, finally, "Wait till next year" might actually mean "Repeat!"

Todd Zuniga



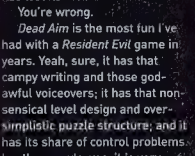
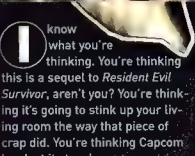


REVIEWS

Get It? You
Have A Gun

AT LAST WE MEET

in *Dead Aim*, you get to go head-to-head with the guy who will surely outgun you by unleashing the 7 stars on his favorite TV



But it is most definitely not a *Survivor* game. Instead, picture the classic *RE* formula, only every time you take out a zombie, it's done in a first-person view by pointing a Guncon 2 at the screen and blasting away. Doesn't sound so bad when it's put that way, does it?

In fact, it's pretty good. The third-person view used for movement gives you a sense of your surroundings and makes controlling your character a simple affair. And then when it's time to repaint the walls with zombie blood, it becomes a much more visceral experience, drawing you into the game like never before. It's like the best of both worlds.

Well, maybe not the best of both worlds. Even though the D-pad on the back of the Guncon 2 makes it possible to control third-person movement, that doesn't mean it's easy. It didn't take me long to pick up my controller to see if I could use both at the same time. Whaddya know, you can! In fact, I'd say this is the ideal control setup for the game: Hold the controller in your left hand and the gun in your right. Everything you'll need to do with the controller can be done with your left hand (like action buttons are L1 and L2), and all you really need to do with the gun is, well, shoot. It works surprisingly well, and not having to mess with the gun's D-

pad let me get into the game that much more.

Even so, there are still some control issues. The old-school turn-and-walk control has been, only slightly modified for the dynamic 3D environment, and it still feels a bit clunky. And why is it possible to sidestep in first-person mode but not move forward or backward? It's silly.

You should also know that the game can be beaten fairly quickly if you play smart (think *Fatal Frame* and conserve your ammo). And by "quickly" I mean three to five hours. Of course, you get the standard *RE* goodies for finishing the game multiple times (including being able to choose your character at the beginning), but that may seem like a small consolation to many.

Still, there are some nice improvements to the formula here. It's clear Capcom has taken some cues from *Silent Hill* (a good thing, if you ask me): There's a bit more of the psychological and a little less of the visceral—it's more creepy and less campy. Well, a little.

You won't want to play this with only a Dual Shock, but for those of us who have a Guncon 2, languishing on a dusty shelf, *Dead Aim* is very good news indeed.

Joe Rybacki



RESIDENT EVIL DEAD AIM

Get into RE like never before

Publisher: Capcom Developer: Capcom MSRP: \$49.99 ESRB: Mature

\$54.95

Compared next to all the games on this page, the times have changed.

DID YOU KNOW?

Most known for its PC multimedia systems, the company also makes professional-grade audio gear.

PS1 Quick Hits



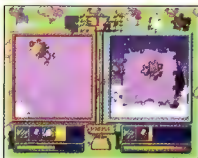
AIR HOCKEY

Publisher: ZeniMax Media

Developer: Mud Duck

MSRP: \$999 **ESRB:** Everyone

For me, there's always been a disconnect between air hockey and intergalactic strife. But this game bridges the gap in a hurry. Win, and the world goes on. Lose, and the world ends. Can you really risk not playing this game? **-T.Z.**



JIGSAW MADNESS

Publisher: XS Games

Developer: Nipponchi Software

MSRP: \$999 **ESRB:** Everyone

On the back of this game's box, there's a line that reads: "150 PUZZLES AND NO MISSING PIECES!" That about sums up *Jigsaw Madness*. Oh—there's also a mildly diverting two-player mode, complete with power-ups. **-G.S.**



MOBILE ARMOR

Publisher: Agetec

Developer: Enterbrain

MSRP: \$499 **ESRB:** Teen

I think my cell phone is capable of producing something more technologically impressive and certainly more fun than this. It's like driving around in a shoe box that shoots Rubik's Cubes at cardboard cutouts of tanks and buildings. **-J.D.**



MONSTER BASS!

Publisher: XS Games

Developer: Magical Four Winds

MSRP: \$999 **ESRB:** Everyone

If you think 100 bucks is a small price to pay for pure comedy, this overwrought, laughably overdramatic fishing game will have you hooked. Otherwise, the stroboscopic framerate and brainless gameplay will drive you away. **-J.R.**



PATRIOTIC PINBALL

Publisher: Gotham Games

Developer: Wildlife Studios

MSRP: \$999 **ESRB:** Everyone

This game makes me want to puke. And before you go all Dixie Chicks on me, know this: I'm as patriotic as the next guy. But when you're hit over the head with just about every reference to U.S. patriotism ever—all at once—you would too. **-S.K.**



AIR FLO EX

Publisher: Nyko

MSRP: \$299

Although this new Air Flo PS2 controller features a better D-pad and improved airflow, it still suffers from poorly placed shoulder buttons. Ironically, this makes it all but unusable for the type of games that get you the sweatiest (such as fighting games). **-S.K.**



Promedia GMX D-5.1

PROMEDIA GMX D-5.1

Manufacturer: Klipsch

MSRP: \$2999

I'm aware of the fact that 300 bucks isn't remotely close to the high end of the spectrum for all-in-one surround systems. If you go much lower, in fact, you're scrapping the bottom of the off-brand barrel. But it's still an awful lot to pay for a system with the limitations this one has.

The GMX D-5.1, I'm sorry to say, is riddled with design flaws. I get the feeling the folks down at Klipsch didn't think too much about the fundamental differences between PC gaming (where the company made its name) and console gaming. If they had, I don't know how they would have missed the fact that when you have a sound system hooked up to a console that's attached to your TV, you need a frickin' remote. Or, at the very least, a 15-foot optical cable so you can have the volume con-

trols close by. (You might not think access to the volume controls is a big deal, but in this case, it is: The system resets to its default volume every time you turn it off.) Of course, a 15-foot optical cable is a bit much to ask, considering the package doesn't include any optical cable.

That's right, in spite of the fact that you need a digital optical cable to get 5.1 surround out of a PS2 (or an Xbox, for that matter), this \$300 5.1 system doesn't include one. Someone didn't do his homework. Add to this the woefully short speaker wires and you have a nice-sounding system that may require a little creative redecorating to get situated properly. But then, I suppose you could always pick up some longer speaker wires while you're at Radio Shack buying that optical cable.

Joe Rybicki



Remote Free

REMOTE FREE

Manufacturer: Nyko

MSRP: \$79

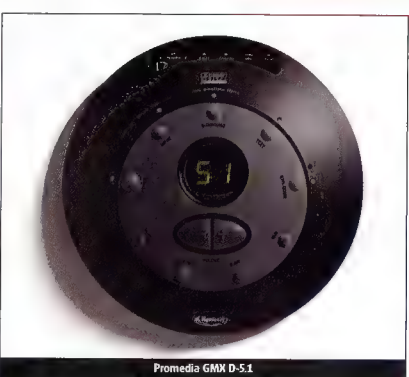
At first glance, this seems like one of the more intelligent ideas in peripheral design: Instead of making you buy yet another remote to clutter up your coffee table, Nyko came up with the idea of a programmable (via a series of five tiny switches on the unit) remote receiver for the PS2 that works with the remotes you already have scattered all over your living room. And Nyko made it available for an extremely competitive price: just eight bucks.

There's a catch, though, and it's a big one: The Remote Free is specifically designed to work with DVD remotes. Now, think about that for a second. If you have a DVD remote, chances are pretty good you have a DVD player, too. And if you have a DVD player, why would you be watching DVDs on your PS2? This, it must be said, is one of the less intelligent ideas in peripheral design.

However, there is a silver lining. Most newer TVs come with a basic programmable universal remote. And since the Remote Free will work with DVD remotes from Aiwa to Zenith, your TV remote will probably have the ability to imitate one of the signals the Remote Free recognizes. If it take a bit more fiddling than if the unit were set up to recognize, oh, I dunno, VCR remotes, but you should be able to find at least one manufacturer that your TV remote and the Remote Free can agree on.

And really, for eight bucks, it's not like it's going to break the bank. It's a cost-effective PS2 remote solution—as long as you already have the gear to support it.

Joe Rybicki



Promedia GMX D-5.1



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X2: WOLVERINE'S REVENGE

Sharpen up your claws, bub

If you want to scream through Wolverine's first solo PS2 game, you'll need some help. Otherwise, you'll never find the time to watch X2 countless times.

Inside Replay

104 Def Jam: Vendetta

Tired of toiling through Career mode? You want the easy path to every wrestler (and every girl) in the game? Look no further than these codes:

114 The Sims

There are a lot of possible jobs you can snare if you're going to be a master Sim, from stuntman to thief. Which one will you choose?

PS2 Games

- 108 hack//INFECTION
- 101 Amplitude
- 109 Dark Cloud 2
- 106 Essential Sports
- 113 Midnight Club II
- 116 MVP Baseball 2003
- 107 NBA 2K3
- 107 NBA Live 2003
- 112 SOCOM: U.S. Navy SEALs
- 110 Splinter Cell

PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title.

Ratings in red indicate a five-star score. A number

① indicates its rank in the top 15 best-selling PS2 games and top 5 best-selling PS1 titles.

GAME	PUBLISHER	SCORE	ISSUE
hack//INFECTION	Bandai	④④④④	65
hack//MUTATION	Bandai	④④④④	69
18 Wheeler American Pro Truck	Acclaim	④④④④	52
4x4 EVO	GOD Games	④④④④	44
2002 FIFA World Cup	EA Sports	④④④④	58
① Ace Combat 04: Shattered Skies	Namco	④④④④	51

HIDDEN PLANES

SR-71 In *Shattered Skies*, it is the plane that you are targeting at the beginning. Also, it is on the southwestern-most corner in Whiskey Corridor.

XB-70 This is at the top-left corner in *Southwest Airways*.

Activation Anthology	Activation	④④④④	64
Aero Elite: Combat Academy	Sega	④④④④	67
The Adventures of Cookie & Cream	AgeTec	④④④④	44
Aggressive Inline	Acclaim	④④④④	59
Airblade	Namco	④④④④	53
All-Star Baseball 2002	Acclaim	④④④④	44
All-Star Baseball 2003	Acclaim	④④④④	56
All-Star Baseball 2004	Acclaim	④④④④	67
Amplitude	Sony CEA	④④④④	68
Antz Extreme Racing	Empire	④④	61
Aqua Aqua	3DO	④④	42
Arctic Thunder	Midway	④④	50
Armored Core 2	AgeTec	④④④④	39
Armored Core 2: Another Age	AgeTec	④④④④	48
Armored Core 3	AgeTec	④④④④	61
Army Men: Air Attack	3DO	④④④④	44
Army Men: Green Rogue	3DO	④④④④	45
Army Men RTS	3DO	④④④④	56
Army Men: Sarge's Heroes 2	3DO	④④④④	45

① ATV Offroad Fury	Sony CEA	④④④④	42
ATV Offroad Fury 2	Sony CEA	④④④④	64
ATV Quad Power Racing 2	Acclaim	④④④④	66
Auto Modellista	Capcom	④④④	69
Baldur's Gate: Dark Alliance	Interplay	④④④④④	52
Barbarian	Titus	④④④	57
Base Strike Virtual Fishing Tournament	THQ	④④④	51
Batman: Vengeance	Ubi Soft	④④④④	51
Battle Engine Aquila	Atari	④④④④④	65
Black & Bruised	Majesco	④④④④④	67
Black II	Activision	④④④	62
Blood Omen 2	Eidos	④④④④④	57
BloodRayne	Majesco	④④④④④	63
Bloody Roar 3	Activision	④④④④④	47
BMX XXX	Acclaim	④④④	65
Breath of Fire: Dragon Quarter	Capcom	④④④④	67
Britney's Dance Beat	THQ	④④④④④	58
The Bouncer	Square EA	④④④④④	42
Burnout	Acclaim	④④④④④	52
Burnout 2: Point of Impact	Acclaim	④④④④④	63
Cabela's Big Game Hunter	Activision	④④④④	67
Capcom vs. SNK 2	Capcom	④④④④④	51
CART Fury	Midway	④④	47
Casper: Spirit Dimensions	TDK Mediactive	④④④	59
Chopiller: Crisis Shield	Xica	④④④④	60
City Crisis	Take 2	④④④④	48
Clock Tower 3	Capcom	④④④④	68
① Colin McRae Rally 3	Codemasters	④④④④④	44
Commandos 2: Men of Courage	Eidos	④④④	62
Conflict: Desert Storm	Gotham Games	④④④	63



A screenshot from the game 'Slope'. A small black ball is rolling down a green, perspective-distorted slope. The slope is lined with green trees on the left and right. In the center of the slope, there are several obstacles: a red car, a yellow car, and a blue car. A signpost on the right side of the slope reads 'SLOW DOWN' in red letters. The background is a dark blue sky with a few white clouds. The overall scene is a simple, retro-style 3D environment.



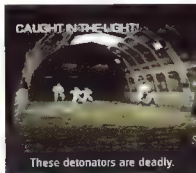
BONUS! Find your best friend in the game. In three bonus missions, beat those who you'll check fiercer battles!

X2: WOLVERINE'S REVENGE

Feel like a superhero, not a superchump



Throw Sabretooth to the flame.



These detonators are deadly.



The Wendigo salivates for soldier.



Grab the Wendigo's tail!



Can you beat Sabretooth again?

If you've played X2: Wolverine's Revenge, you know one thing: This game is tough! Here are some strategies for the tougher moments, bub.

Beat Sabretooth

1-4, Runt of the Litter

Your first boss fight is against Wolverine's archenemy, Sabretooth. Your first step toward defeating him is to wear him down, which results in the appearance of a hydrogen tank. You'll take a few hits, but the quickest way to do this is to directly engage Sabretooth until you can assault him with a Berserker Rage attack. Then, push him into the tank three times (most easily done if you hang out near the tank and then leap over him when he arrives). Once he's down for the count, execute a final Strike!

Pass the Detonators

2-3, Sealed In

After you've used your senses to get through the dark tunnel, you'll come to a room that requires you to pass a set of detonators in order to move to the next level. You can

do this in one of two ways:

- 1) Stealth kill your way up the stairs on the opposite side of the room until you reach a switch that deactivates the detonators, or
- 2) take them head-on by running and sliding underneath them. The end of the level is just ahead.

Feed the Wendigo

2-4, Grim Discoveries

Getting too close to the Wendigo means game over, to progress, you need to pick up dizzied soldiers and throw them his way. The easiest way to dizzy a guard is to deliver a Punch + Kick + Kick combo, then pick him up with when you see Strike! Approach the Wendigo with the soldier and throw him from a safe distance. Repeat this process throughout the level.

Defeat the Wendigo

2-5, Wendigo's Cave

This boss fight is tough, due largely to the game's poor controls. You need to approach the Wendigo from behind, and when you see Strike! on his tail, pick him up. From there, move the left analog

stick to gain momentum as you throw him. Unfortunately, you won't always be able to pick him up when you think you should be able to, so don't be surprised if this fight takes you awhile. The Wendigo is most vulnerable after his charge attacks and after he pounds his fists to the ground, causing crystals to fall from the ceiling (stay on the outskirts of the area or stand atop a crystal to dodge these).

One Tough Level

3-1, Return to Weapon X

This level is one of the toughest you'll face—and also one of the longest. A few pointers:

- Don't ever let the big gun spot you—it's instant death.
- After you climb the ladder, cross the bridge (with the large gun below to the left) and unlock the door ahead, you can use the next room to ambush a lot of guards with stealth kills. Walk into the open where they can see you, then head back inside with your back against the wall and wait for a string of stealth-kill victories.

- Soon after this, you'll encounter a barracks where six guards sleep. Slash open the door as quietly as possible so you won't wake anyone, then stealth kill all six using one of the most painful death sequences us boring mortals can imagine.
- When you have control of the gun turret, don't worry about killing any guards—just aim for the box with the red light that's next to the electric fence (hold down to disengage).
- If you don't want to worry about gun turrets in the room with the statue, disable them in the room where there's a large monitor and control panel to the left. To find the room, walk down the road that follows the formerly electrified fence until you can turn left. Make the turn and then move toward the archway ahead of you, past two Humvees. Follow the ramp through the archway and turn right. Enter the garage door that opens and stay to the right. Continue past the crates, go up the ramp, kill the guards, and head through the doorway to the right.

Beat Sabretooth...Again

3-5, Surprise!

Logan's second Sabretooth encounter occurs in three attack phases. In phase one, take him down the same way you did the first time you saw him. In phase two, Sabretooth attempts to throw flaming barrels at you. Normal attacks don't hurt him at this point, so stand ready to receive a shot but hit the barrel right back at him (this won't always work). In the third attack wave, Sabretooth leaps high into the air and lands with a devastating flame attack. Keep an eye out for a green crosshair on the ground that indicates where he'll land. Go there, and when you see Strike! onscreen, hit and he's toast.

Stealth Skills Required

4-1 through 4-5

Most of the fourth act essentially boils down to how good you are at using Stealth and Sense modes. It's a tough sequence of levels that only experience (or the cheat codes, also provided here) will help you with.



Strike it to Lady Deathstrike!



Fight Magneto with magnetism. Throw soldiers into his vortex.



DID YOU KNOW?

That Captain America's shield is made of the same alloy that makes Wolverine's skeleton.

Nothing Stops the Juggernaut... Except You

4-6, Locomotion

The Juggernaut battle closely resembles Spider-Man's tussle with Rhino in the webseries' first PS1 game. Success lies in guiding Xavier's half brother into the electrical posts around the force field (which doesn't affect Juggy enough to matter). Once you do this, he's sent flying into the center of the arena, where Wolverine can punch him twice and then Strike! him. Juggernaut's attacks get tougher as the battle progresses, but the strategy remains the same...until the end, when it's time to Strike! Colossus for a little Fastball Special action.

Master the Turret

4-7, Breaking the Barrier

Use your shooting skills to blast all soldiers (the final two in the initial set appear on the platform, just slightly right of center). When you have a chance, aim for the globe that's dead ahead of you (part of it is shielded, so zoom in with the right analog stick to make sure you hit the unshielded portion). When you're told of incoming choppers, be sure to take out the new soldiers to your left before taking out the helicopter. Soldiers will continue to appear to your left—take 'em out and let the globe have it when you can.

Get to Magneto

5-1, Magnetic Pull

Can't figure out how to keep Magneto from absorbing all the power from the generator? Just keep your eye on him. When both

hands aren't drawing power, one hand is moving a large metal vat that he wants to squash you with. You'll be able to hear when this happens—and when it does, one of the four power boxes will be left unshielded. Claw it up! Then repeat the process. The Master of Magnetism is less powerful if you successfully destroy all of the boxes.

Destroying Magneto's vortex sounds easy, but it's actually tough to execute. You need to pick up three mutant hunters and throw them into the vortex before Magneto reaches the fence.

Defeat Magneto

5-2, Opposites Attract

This battle is tough! You must get to Magneto quickly or he'll destroy you in one blow. Dodge the debris and find him hovering at a certain spot in the environment. There's a spot right ahead of him from which you can jump attack (O + X) and deliver a few blows. Watch out for his magnetic waves (break free with the left analog stick if they catch you) and repeat the attack process until you bring him down.

Finish Off Lady Deathstrike

Act VI

The Lady Deathstrike boss fight occurs in four waves. You have 10 minutes to complete all of them.

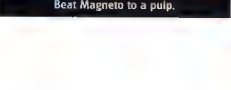
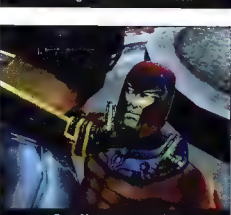
Wave 1: Kick her ass until you've executed a Strike! three times. Advance up the ladder.

Wave 2: Destroy the four electricity boxes with blinking red lights on them, stopping to fight Deathstrike when necessary. To simplify Wave 3 a bit, wear her down before advancing to the next section.

Wave 3: You should see six electric poles. The only way to hurt Yuriko here is to strike one while it is electrified and send the current her way. Be sure to dodge her electric attacks. Run up to the helipad once you've worn her out.

Wave 4: Since you can't hurt her at all, guide Deathstrike to where it looks like you can push her off the building—because you can.

Use your faster Fist attacks and Strike! her to end the game. (Then, take a good look at Rogue's butt.)



GAME	PUBLISHER	SCORE	ISSUE
Hovering Cars	R2, O, R1, L2, O, R1, R2	40	52
Strange Wheels	R1, O, R2, O, R1, R2, O	40	52
Double Your Car Speed	R1, R2, L1, L1, O, R1, R2, O	40	52
Grand Theft Auto III	Rockstar	40	52
Grandia II	Ubi Soft	40	53
Grandia Xtreme	Enix	40	52
Gravvy Games Bike: Street, Vert, Dirt	Midway	40	61
GTC Africa	Majesco	40	58
Gulth Gear X	Majesco/Sammy	40	51
Gulth Gear X2	Sammy	40	66
Gungnir	Sega	40	61
Gungnir Blaze	Working Designs	40	39
Half-Life	Sierra	40	51
Harry Potter and the Chamber of Secrets	EA Games	40	64
Harvest Moon: Save the Homeland	Natsume	40	51
Haven: Call of the King	Midway	40	64
Headhunter	Acclaim	40	57
Mandy Gentry	Eidos	40	56
Heroes of Might and Magic	3DO	40	46
Hidden Invasion	Conspiracy	40	60
High Heat MLB 2002	3DO	40	44
High Heat MLB 2003	3DO	40	55
High Heat MLB 2004	3DO	40	67
Hinman 2: Silent Assassin	Eidos	40	53
Hot Shots Golf 3	Sony CEA	40	55
Hot Wheels: Velocity X	THQ	40	64
Hypersonic Xtreme	Majesco	40	67
Ico	Sony CEA	40	59
Island Extreme Stunts	EA Games	40	65
Jade Cocoon 2	Ubi Soft	40	53
Jak and Daxter: The Precursor Legacy	Sony CEA	40	52
James Bond 007: Agent Under Fire	EA Games	40	52
James Bond 007: Nightfire	Activision	40	64
James Cameron's Dark Angel	Sierra	40	65
Jeremy McGrath Supercross World	Acclaim	40	53
Jet Jet	Sony CEA	40	63
Jorney Moseley Mad Tix	3DO	40	54
The Jungle Book: Rhythm of Groove	Ubi Soft	40	59
Jurassic Park: Operation Genesis	Universal Int.	40	68
Kelly Slater's Pro Surfer	Activision	40	61
Kengo: Master of Bushido	Crave	40	42
Kessen	EA Games	40	39
Kessen II	Koei	40	51
Kinetic	Sony CEA	40	50
The King of Route 66	Sega	40	67
King's Field: The Ancient City	Ageec	40	55
Kingdom Hearts	Square EA	40	61
Klonoa 2: Lunaeval Veil	Namco	40	47
Knockout Kings 2001	EA Sports	40	42
Knockout Kings 2002	EA Sports	40	55
Le Mans 24 Hours	Infogrames	40	48
Legion 2: Duel Saga	Fresh Games	40	63
The Legend of Alon D'ar	Ubi Soft	40	54
Legends of Wrestling	Acclaim	40	53
Legends of Wrestling II	Acclaim	40	65
Legion: The Legend of Excalibur	Midway	40	59
Lego Racers 2	Logo Media	40	51
Lethal Skies	Sammy	40	58
The Lord of the Rings: Fellowship of the Ring	Black Label	40	63
The Lord of the Rings: The Two Towers	EA Games	40	63
Mad Maestro!	Eidos/Fresh	40	56
Madden NFL 2001	EA Sports	40	38
Madden NFL 2002	EA Sports	40	48
Madden NFL 2003	EA Sports	40	60
Magic: Pangea: The Quest for Color	Ageec	40	69
The Mark of Kri	Sony CEA	40	59
Marvel vs. Capcom 2	Capcom	40	61
Mat Hoffman's Pro BMX 2	Activision	40	60
Max Payne	Rockstar	40	53
Maximo: Ghosts to Glory	Capcom	40	54
MDK2 Armageddon	Interplay	40	45
Medal of Honor: Frontline	EA Games	40	5
Men in Black II: Alien Escape	Infogrames	40	60
Men of Steel: Battle 2	Konami	40	51



DEF JAM: VENDETTA

Every wrestler at your fingertips

Loyalty Pays off

Unlocking *Vendetta*'s women in Story mode is great. Who wouldn't want to see those pictures? (Although you should've seen the prerelease shots—so hot!) Just remember that you don't have to pick a new girl every time. If you're loyal to one girl and she beats up a challenger, you will still unlock the challenger's picture portfolio. Which is nice if you have a serious thing for Carla (like we do).



CAJIENTE!

Carla is so hot
Missing a chance to unlock a
pretty dmsel stinks, but you
can remedy it with these codes.

Get Blazin'

Remember that every character has two Blazin' moves. The second must be performed from behind your victim. Oftentimes, the from-behind Blazin' move is more effective. In DMX's case, it's way cooler, too!



DMX loves to break off a r'l sumfin.

Dropping D-Mob

If you're going to down D-Mob, use submission moves. Throw him off the ropes and get him into a headlock. It'll empty his head health meter. Once that's depleted, use the move twice more. He'll give up.



Getting past D-Mob's thugs isn't easy.

Beating Down Pockets, House, and Snowman

Getting jumped by the cowardly threesome stinks, but at least you only need to defeat one of them. The trick is to run for your life and fight only when necessary. When you finally bludgeon one of them into the Danger area, use your Blazin' move against him for the KO and the win. Apparently, the other two are too afraid to fight at that point. Cowards



You're afraid of Pockets? Redman's not.

Unlock Everyone

Don't want to bother beating the game to unlock everyone? Leave it to *DPM* to dig up cheat codes to unlock every wrestler (including those bombshells that are tough to win). Here's how to unlock them:

- Go to Battle mode and select any type of match
- Enter a User ID at the User Setups menu.
- Hold L1 + L2 + R1 + R2 at the Character Selection screen and quickly (time is short!) enter the following codes to unlock the corresponding thug.

ARI	⊗ ⊗ ⊗ ⊗ ⊗	MOSES	⊗ ⊗ ⊗ ⊗ ⊗
BRIGGS (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗	N.O.R.E.	⊗ ⊗ ⊗ ⊗ ⊗
BRIGGS (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗	NYNE	⊗ ⊗ ⊗ ⊗ ⊗
CARLA	⊗ ⊗ ⊗ ⊗ ⊗	OMAR	⊗ ⊗ ⊗ ⊗ ⊗
CHUKKLEZ	⊗ ⊗ ⊗ ⊗ ⊗	OPAL	⊗ ⊗ ⊗ ⊗ ⊗
CRUZ	⊗ ⊗ ⊗ ⊗ ⊗	PEEWEE	⊗ ⊗ ⊗ ⊗ ⊗
D-MOB	⊗ ⊗ ⊗ ⊗ ⊗	PEEWEE (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗
D-MOB (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗	PENNY	⊗ ⊗ ⊗ ⊗ ⊗
DAN G	⊗ ⊗ ⊗ ⊗ ⊗	POCKETS	⊗ ⊗ ⊗ ⊗ ⊗
DEEBO	⊗ ⊗ ⊗ ⊗ ⊗	PROOF (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗
DEJA	⊗ ⊗ ⊗ ⊗ ⊗	RAZOR	⊗ ⊗ ⊗ ⊗ ⊗
DMX	⊗ ⊗ ⊗ ⊗ ⊗	RAZOR (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗
DRAKE	⊗ ⊗ ⊗ ⊗ ⊗	REDMAN	⊗ ⊗ ⊗ ⊗ ⊗
DRAKE (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗	RUFFNECK	⊗ ⊗ ⊗ ⊗ ⊗
FUNKMASTER FLEX	⊗ ⊗ ⊗ ⊗ ⊗	RUFFNECK (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗
HEADACHE	⊗ ⊗ ⊗ ⊗ ⊗	SCARFACE	⊗ ⊗ ⊗ ⊗ ⊗
HOUSE	⊗ ⊗ ⊗ ⊗ ⊗	SKETCH	⊗ ⊗ ⊗ ⊗ ⊗
ICEBERG	⊗ ⊗ ⊗ ⊗ ⊗	SNOWMAN	⊗ ⊗ ⊗ ⊗ ⊗
LUDACRIS	⊗ ⊗ ⊗ ⊗ ⊗	SPIDER (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗
MANNY (ALTERNATE COSTUME)	⊗ ⊗ ⊗ ⊗ ⊗	STEEL	⊗ ⊗ ⊗ ⊗ ⊗
MASA	⊗ ⊗ ⊗ ⊗ ⊗	T'AI	⊗ ⊗ ⊗ ⊗ ⊗
METHOD MAN	⊗ ⊗ ⊗ ⊗ ⊗	ZANEEER	⊗ ⊗ ⊗ ⊗ ⊗



GAME	PUBLISHER	SCORE	ISSUE
Metal Gear Solid 2: Substance	Konami	*****	47
Metropolisia	Natsume	*****	61
Midnight Club II	Rockstar	*****	39
Midnight Club II	Rockstar	*****	47
Mike Tyson Heavyweight Boxing	Codemasters	*****	58
Ministry Report	Activision	*****	65
Mister Mosquito	Eidos/Fresh	*****	56
MLB 2004	Sony CEA	*****	64
MLB Slugfest 20-03	Midway	*****	59
MLB Slugfest 20-04	Midway	*****	67
Mobile Light Force 2	X5 Games	*****	69
Mobile Suit Gundam: Federation vs. Zeon	Bandai	*****	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	*****	48
Mobile Suit Gundam: Zeonic Front	Bandai	*****	54
Monopoly Party	Infogrames	*****	65
Monster Rancher 3	Tecmo	*****	50
Monsieurs, Inc.	Sony CEA	*****	55
Mortal Kombat: Deadly Alliance	Midway	*****	64
MotorGP	Namco	*****	39
MotorGP2	Namco	*****	53
MotorGP3	Namco	*****	67
Motor Mayhem	Infogrames	*****	47
MTV Music: Generator 2	Codemasters	*****	46
The Mummy Returns	Universal	*****	52
Music Maker	Magix	*****	69
MVP Baseball 2003	EA Sports	*****	67
MX 2002 Featuring Ricky Carmichael	THQ	*****	47
MX Rider	Infogrames	*****	52
MX Superfly Featuring Ricky Carmichael	THQ	*****	59
My Street	Sony CEA	*****	67
Myst II: Exile	Ubisoft	*****	63
Mythic Heroes	Koei	*****	64
Namco Museum	Namco	*****	53
NASCAR 2001	EA Sports	*****	40
NASCAR Heat	Infogrames	*****	47
NASCAR Thunder 2002	EA Sports	*****	51
NASCAR Thunder 2003	EA Sports	*****	62
NASCAR: Dirt to Daytona	Infogrames	*****	63
NBA 2K3	Sega Sports	*****	61
NBA 2K3	Sega Sports	*****	63
NBA Hoopz	Midway	*****	44
NBA Live 2001	EA Sports	*****	42
NBA Live 2002	EA Sports	*****	51
NBA Live 2003	EA Sports	*****	63
NBA ShootOut 2001	Sony CEA	*****	44
NBA ShootOut 2003	Sony CEA	*****	63
NBA Starting Five	Konami	*****	63
NBA Street V2	EA Sports Big	*****	47
PERFECT DUNKER	Go to the Great Player screen and enter HEADBANG as a user name.		
TEAM BIG	Go to the Enter User ID menu and get to the User Record box (displays either a user ID's record information, or "no user record"). Quickly hold L2 and press △ , □ , ○ , × . Or just get 10 wins.		
NYC LEGENDS TEAM	Go to the Enter User ID screen and get to the User Record box. Hold L2 and press △ , □ , ○ , × . Left, ○ .		
TEAM STREET LEGENDS	Go to the Enter User ID screen and get to the User Record box. Hold L2 and press △ , □ , ○ , × . The team includes Biggs, Bonafide, Drake, Di, Takashi, Stretch, and Michael Jordan.		
TEAM DREAM	Go to the Enter User ID screen and get to the User Record box. Quickly hold L2 and press △ , □ , ○ , × . The team includes Graydies Allen, Mugma Man, and Yosi Snowman.		
ALL COURTS	In Hold the Court mode, go to the screen where you choose your court. Hold R2 and press △ , □ , ○ , × , △ , □ , ○ , and while still holding △ , press ○ .		
NBA Street V2	EA Sports Big	*****	63
NCAA College Basketball 2K3	Sega Sports	*****	64
NCAA College Football 2K3	Sega Sports	*****	60
NCAA Final Four 2002	Sony CEA	*****	41
NCAA Final Four 2003	989 Sports	*****	52
NCAA Final Four 2003	Sony CEA	*****	64
NCAA Football 2002	EA Sports	*****	48
NCAA Football 2003	EA Sports	*****	60

GAME	PUBLISHER	SCORE	ISSUE
NCAA GameBreaker 2001	Sony CEA	*****	41
NCAA GameBreaker 2003	Sony CEA	*****	61
NCAA March Madness 2002	EA Sports	*****	53
NCAA March Madness 2003	EA Sports	*****	64
Need for Speed: Hot Pursuit 2	EA Games	*****	62
NHL 2K2	Sega Sports	*****	52
NFL 2K3	Sega Sports	*****	60
NHL Blitz 20-02	Midway	*****	55
NHL Blitz 20-03	Midway	*****	60
NFL GameDay 2001	Sony CEA	*****	40
NFL GameDay 2002	Sony CEA	*****	53
NFL GameDay 2003	Sony CEA	*****	61
NFL Quarterback Club 2001	Acclaim	*****	50
NHL 2001	EA Sports	*****	38
NHL 2002	EA Sports	*****	50
NHL 2003	EA Sports	*****	63
NHL 2K3	Sega Sports	*****	64
NHL FaceOff 2001	Sony CEA	*****	43
NHL FaceOff 2003	Sony CEA	*****	64
NHL Hitz 20-02	Midway	*****	53
NHL Hitz 20-03	Midway	*****	62
Ninja Assault	Namco	*****	61
No One Lives Forever	Sierra	*****	56
Outrage: Shadow King	Sony CEA	*****	53
Oni	Rockstar	*****	43
Onimusha: Warlords	Capcom	*****	47
Onimusha 2: Samurai's Destiny	Capcom	*****	60
Ophion: Scion of Sorcery	Activision	*****	39
Pac-Man Fever	Namco	*****	60
Pac-Man World 2	Namco	*****	54
PaRappa the Rapper 2	Sony CEA	*****	53
Paris-Dakar Rally	Acclaim	*****	53
Plato: The Legend of Black Kat	EA Games	*****	58
Portal Runner	3DO	*****	50
The Powerpuff Girls: Relish Rampage	Bam	*****	65
Pride FC	THQ	*****	65
Primal	Sony CEA	*****	68
Pro Race Driver	Codemasters	*****	65
Project Eden	Eidos	*****	52
Pyrom Chapter One: The Dark Unicorn TDK Meditative	Capcom	*****	60
P.T.O. IV	Koei	*****	66
Q-Ball Billiards Master	Take 2	*****	40
Quake III Revolution	EA Games	*****	64
Rally Fuzion: Race of Champions	Activision	*****	44
Ratchet & Clank	Sony CEA	*****	63
Rayman 2: Revolution	Ubisoft	*****	41
Rayman 3: Hoodlum Havoc	Ubisoft	*****	67
Rayman Arena	Ubisoft	*****	57
RC Revenge Pro	Acclaim	*****	43
Ready 2 Rumble Boxing Round 2	Midway	*****	40
Real Pool	Infogrames	*****	40
Red Card Soccer 20-03	Midway	*****	57
Reign of Fire	THQ	*****	46
Red Faction II	THQ	*****	63
Reign of Fire	Bam	*****	63
Resident Evil: Code Veronica X	Capcom	*****	46
Rex	Sega	*****	53
Ridge Racer V	Namco	*****	38
Riding Spirits	Bam	*****	43
Ring of Rod	Konami	*****	61
RLH: Run Like Hell	Interplay	*****	62
Road Trip	Conspiracy	*****	61
Rocky	Ubisoft	*****	64
Robot Alchemic Drive	Enix	*****	63
Robotech: Butteryfly	TDK	*****	60
Romance of the Three Kingdoms VII	Koei	*****	60
Rugby	EA Sports	*****	48
Rumble Racing	EA Games	*****	45
Rune: Vicious Warlord	Take 2	*****	48
Rygar: The Legendary Adventure	Tecmo	*****	64
Salt Lake 2002	Eidos	*****	55
Save the Skies	Bam	*****	56
Scooby-Doo: Night of 100 Frights	THQ	*****	58
The Scorpion King: Rise of the Akkadian	Universal	*****	62

REPLAY FORUM

GTA: VICE CITY ROAT CHASE
When you're in a boat in Vice City and the cops are after you, press **△**. All the VCPD Predators (boats) will stop chasing you. They'll idle around and bounce on the waves (like nothing's happening, no matter how high your wanted level is. Take this time to blow them to smithereens; they won't care. Then make your escape.

lan King
dr_polytiff@hotmail.com

GTA VICE CITY: HIDDEN SCHOONER
Want to find a really nice boat? It's hidden. Take a boat to the second island and cruise to the docks. Find the ship where the Print Works mission takes place. Go to the back of it and follow the main-land. The secret boat is underneath a tall dock. It's called the Coast Guard, and it's very maneuverable and quite fast. Unfortunately, it's tricky to jump into (and impossible to do so from the dock).

lan King
dr_polytiff@hotmail.com

GTA VICE CITY: BIG GUN COMES IN SMALL PACKAGE
To find the minigun, go to Little Haiti, where you blew up that Haitian gang building in the Cafe missions. The gun is on the small section of the roof. To get there, you'll have to jump over the stairs and walk across (it's pretty tricky), or you can try not to blow up your helicopter when you land.

Axx Dunmire
wickedaxx123m.com

GAME	PUBLISHER	SCORE	ISSUE
Seek and Destroy	Conspiracy	*****	66
Sega Bass Fishing Duel	Sega	*****	52
Sega Soccer Slam	Sega Sports	*****	62
Sega Sports Tennis	Sega Sports	*****	60
Shadow Hearts	Midway	*****	52
Shadow of Destiny	Konami	*****	43
Shadow Man: Second Coming	Acclaim	*****	57
Shaun Palmer's Pro Snowboarder	Activision	*****	52
Shifters	3DO	*****	58
Shinobi	Sega	*****	63
Shor	EA Sports Big	*****	63
Shrek Super Party	TDK Meditative	*****	64
Silent Hill 2	Konami	*****	50
Silent Scope	Konami	*****	39
Silent Scope 2	Konami	*****	49
Silent Scope 3	Konami	*****	62
Slipheed: The Lost Planet	Working Designs	*****	40
The Simpsons: Road Rage	EA Games	*****	53
The Simpsons Skateboarding	EA Games	*****	64
The Sims	EA Games	*****	65
YOU BIG CHEAT! At the Main menu, press all four shoulder buttons at once. It'll pull up the Cheat menu. From there, enter these codes for the following unlocks.			
MIDAS	All 2P games, all locked objects, and all locked skins		
FREEALL	Makes all objects cost zero Simoleans		
PARTY M	Party Motel two-player game		
SIMS	Get The Sims mode opened without going through the Get a Life Dream House		
Sky Gunner	Atus	*****	58
Sky Odyssey	Activision	*****	40
Sled Storm	EA Big	*****	65
Sly Cooper and the Thieves' Raccoon	Sony CEA	*****	52
Smash Court Tennis Pro Tournament	Namco	*****	56
Smuggler's Run	Rockstar	*****	36
Smuggler's Run 2: Hostile Territory	Rockstar	*****	52
Soccer America: International Cup	Hot-B	*****	48
Soccer Mania	EA/Lego	*****	59
SOOM: U.S. Navy SEALs	Sony CEA	*****	49
UNLOCK LEVEL SELECT Beat the game on the Lieutenant Junior Grade rank to unlock the Level Select option			
UNLOCK THE MULTIPLE GRENADE LAUNCHER To unlock the MGL (Multiple Grenade Launcher), just beat the game three times.			
USE TERRORIST WEAPONS Beat the game with an Ensign rank.			
Soldier of Fortune	Majesco	*****	52
Soul Reaver 2	Eidos	*****	52
Space Race	Infogrames	*****	59
Spider-Man	Activision	*****	57
Splachdown	Infogrames	*****	52
Splinter Cell	Sony CEA	*****	68
Star Wars: The Force Unleashed	Midway	*****	56
Synapse: Enter the Dragonfly	Vivendi Universal	*****	64
SSX	EA Sports Big	*****	51
SSX: Tricky	EA Sports Big	*****	52
Star Trek Voyager: Elite Force	Majesco	*****	53
Star Wars Bounty Hunter	LucasArts	*****	64
Star Wars: The Clone Wars	LucasArts	*****	65
Star Wars Speed Battle Racing	LucasArts	*****	45
Star Wars Jedi Starfighter	LucasArts	*****	56
Star Wars Racer Revenge	LucasArts	*****	55
Star Wars: The Force Unleashed	LucasArts	*****	64
State of Emergency	Rockstar	*****	55
Stitch: Experiment 626	Sony CEA	*****	59
Street Fighter EX 3	Capcom	*****	39
Street Hoops	Activision	*****	60
Stretch Panic	Conspiracy	*****	47
Sturman	Infogrames/Kari	*****	59
Sub Rebellion	Metro 3D	*****	62
Suikoden III	Konami	*****	63
Summoner	THQ	*****	39
Summoner 2	THQ	*****	62
Sunny Garcia Surfing	Ubisoft	*****	51
Super Bust-A-Move	Acclaim	*****	41
Super Bust-A-Move 2	Ubisoft	*****	63
Superstar Street Challenge	Activision	*****	52



ESSENTIAL SPORTS

Must-have sports games for your athletic needs

It's been a huge year for console sports. This is the first-ever year in OPM's storied history in which every one of the major five sports could boast a game that scored a perfect five-star rating. The games' arcade complements ruled, too.



High Heat MLB 2004

***** MSRP: \$4999

High Heat 2004 is the best bargain in games. A full 162-game season will last you about 90 hours. Don't think you'll play a full season? Ha! After 10 games, you'll thirst for a shot at Williams' .406, Bonds' .73, and Hack Wilson's .191.

Quick tip: Take back glitch runs

OK, so *High Heat* has a few glitches we didn't see when we reviewed it. Luckily, there's a way around giving up a weird run. Here's how:

- Pause the game and press \square , \triangle , \circ , \times , L1, R1. Then press L1 + L2 + R1 + R2.
- At the new menu, go into the Game State mode to change the inning and/or score.



Madden NFL 2003

***** MSRP: \$4999

Every year, *Madden* makes strides to continue a tradition as the best football game (and arguably the best in sports). This year *Madden* has so many goodies, it's worthy of the crown-jewel moniker.

Quick tip: Cheat at camp

The minicamps can be tough. Use this to

make life easier:

- Turn off autosave.
- Save your rosters as Cheat.
- Go to the Cheat rosters and edit the players in the minicamps. In the case of the Ground Attack, raise Emmitt Smith's stats to 99, then lower the defenders' (Dat Nguyen and Roy Williams) ratings.
- Load Cheat rosters and serve



NCAA Football 2003

***** MSRP: \$4999

NCAA's sophomore season earns a solid 4.0 GPA. Schedule creation, Create-a-School, and the trophy room make this a clear winner.

Quick tip: Create-A-Team nicknames

Use these nicknames for your create-a-team, and they will be recognized and announced.

Bison
Black Bears
Colonels
Comets
Explorers

Hilltoppers
Lumberjacks
Minutemen
Outlaws
Peacocks
Tribe

Pride
Skyhawks
Spiders
Terriers
Tribe



NHL 2K3

***** MSRP: \$4999

About every four years a game redefines the way videogame hockey is played.

NHL 2K3 is now the game carrying that torch. It's so good that any other hockey game purchase is money misspent.

Quick tip: Puck with these sliders

Remember to cycle, cycle, cycle. You'll need to get the puck and pass it into the corner (or dump it in). Then get to the puck and pass it behind the net, and

grab it again and pass it to the corner. Sound boring? It's not so bad; it's called grinding, and it'll tucker out the defense and give you good opportunities in front of the net for successful one-timers.



NBA 2K3

***** MSRP: \$4999

Everything you get in *NBA 2K3*, you earn. From one-handed dunks to fallaway 15-footers, from bucket-stopping blocks to triple-fingered steals, you're in complete control. Go ahead and score 44 with Iverson. You'll see.

Quick tip: Three hidden teams

- Go to Options and select Game Options.
- Press and hold Left on the D-pad and Right on the left analog stick. Press Start.
- Exit the menu; you should see codes at the bottom of the screen.
- Go to the Codes screen and enter MEGASTARS to unlock the three secret teams.



Winning Eleven 6

***** MSRP: \$3999

This is one of the finest sports sims out there. In Europe and Japan, where soccer is chopped up into tiny bits and put in their food, it outsells EA's *FIFA*. If you like soccer, play it. If you love football, buy it.

Quick tip: Keepers and aerial play

Try the lofted through-pass. Hold L1 and tap \triangle . Your pass will go airborne, over defenders. It's less accurate, but we think it's doubly effective—it's tougher to intercept, and it's brilliant when you're on a 2-on-1 break.



NBA Street Vol. 2

***** MSRP: \$4999

It's a rare game that sophisticated blends culture and gaming, but it's a rarer game still that blends culture, brilliant gameplay, and sports. Hoops fan or not, culture enthusiast or no, you can't resist Vol. 2. It's a PS2 must-have.

Quick tip: Handing out headaches

- Run up the court with your best Handles man...
- ...but don't use Turbo.
- Break off a Turbo dribble and knock down your defender.
- Hold down both Turbo buttons and press A to pass the ball off his head and back to yourself.
- Do it again. And again. And again.
- Cut to the hoop and get dunked.
- Your Gamebreaker meter will soar.

Quick tip: Take a Tylenol

- If someone keeps popping the ball off your lid with Off the Hazy, run for it, literally. After one or two moves, you'll inch far enough away to cause him to pass the ball wildly, allowing you to pick it up.
- If you can, use a Trick Counter to stop him right off the bat. But if that doesn't fly, run.



MLB Slugfest 20-04

***** MSRP: \$4999

Bigger rosters and more player attributes will please baseball diehards, but hot chicks on the loading screens, madcap commentary, and an all-new Special Pitch will keep arcade enthusiasts happier than this year's Royals fan.

Quick tip: Mad bats

The first number is \square , the middle number is \triangle , and the right number is \circ . The Cheat screen will be up for only a short time, though, so be quick.

0, 0, 4, \triangle Log Bat 0, 0, 3, \triangle Ice Bat
0, 0, 2, \triangle Blade Bat 0, 0, 5, \triangle Spike Bat
0, 0, 1, \triangle Bone Bat 0, 0, 4, \triangle Maco Bat
0, 0, 4, \triangle Wiffle Bat



NHL Hitz 20-03

***** MSRP: \$4999

When the puck drops, *Hitz* is just plain arcade fun. And having fun is the point. Hockey's the perfect gaming sport, and *Hitz* shows why.

Quick tip: Unlimited Franchise mode equipment

Play a World Team in Franchise mode to receive new equipment to better your players. If you play a World Team more than once, you can continue to gain equipment. This works well when you have completed Franchise and want to max out your team.



RPGs FOR YOU AND ME

So much gameplay, so little time. We help you experience it all

Magic Pengel: The Quest for Color

We asked the folks at Agetec to help us cobble together an Armored Core mech. Wanna build one yourself? Follow these steps!

Armored Core-style doodle, we're using a square shape.

1 You start off with a blank page in the doodle book. The character in the lower-left-hand corner is your drawing tool, the Pengel. The number on the lower-right-hand side is the amount of a selected color available. The line bordering the screen indicates how much drawing ability you have available.

2 This is the body of the doodle, which is the first and most important part. If you have no body, you have no doodle. Since this is an

3 The part that's being added is from the hard-part palette. These immobile parts can be anything from horns to torsos. A hard part moves in conjunction with the part it's attached to, but when it's alone, it has no movement.

4 Here, we see additional hard parts being used to create the upper legs connected to the torso. The hard parts attached to each other will have a single solid movement that'll work with the movement of the body.

6 Now we can see legs forming from the leg-part palette. There can be up to six legs added to a single doodle; depending on their placement, they may move independently.

5 Draw the head using the head-part palette. Adding a head to a doodle can increase the chance of avoiding Status effects, which are part of almost all spells. If you add a mouth to the head, you'll also gain some new techniques.

7 Here, additional hard parts are added to create shoulders for the arms.

1 From the shoulders, we can add arms using the arm-part palette. Just like the leg parts, you can have up to six arms. Arms can open up some devastating attacks, like Double Punch.

2 Add any weapon you wish by using the weapon palette. Weapons can be used to strike your opponent, like with a club, or can be thrown like a boomerang that returns to you after it has struck your enemy with a harsh blow.

8 Again, we're using the hard-part palette to create spikes, which can boost your stats. It also makes your doodle look quite intimidating.

9 Now we're using hard parts to create toes and knees, giving more detail to the doodle's movement.

15 Throw in some antennae to form the AC's radar capabilities.

17 Use the hard palette to create the optical sensor on the head.

16 Now finish up with the design palette, which you can use to add a wide range of detail to your doodle, such as eyes on the optical sensor or an emblem on the body. Design parts are great for adding details, but they can also dramatically increase your stats.



...back (any game in the series)

DEMISTIFYING THE SPRING OF MYST

Every now and then, you'll stumble onto a Spring of Myst while wandering through a field. Toss in a weapon or piece of armor and a teardrop-shaped critter pops up, and asks you whether the item was a Golden Axe or a Silver Axe. Respond with "Neither," and you'll sometimes get a much-improved item in return. (You can also say "Golden Axe" or "Silver Axe," which will give you an item that's only marginally useful as trade bait.)

So, how do you know if you'll get something better? Easy—it all depends on the weather. Check out the handy table to get a read on how the atmosphere affects the Spring



of Myst.

If you're looking for a Spring of Myst, keep in mind that you'll find them only in the following areas: Grassland, Wilderness, Leaf Mold, Desert, and Earth. Also, the upgrade potential of any item caps out depending on the level of the Grampa or Monsieur inhabiting the Spring. Don't worry, though: If you toss in an item that's too powerful for the Spring to upgrade, it'll be returned to you along with a bonus Silver Axe and Golden Axe.

Item	Level	Level
Golden Axe	+2 levels	-1 level
Silver Axe	+1 level	+1 level
Leaf Mold	+1 level	+1 level
Grampa	+2 levels	-1 level
Monsieur	-1 level	+2 levels
Grampa	-1 level	+2 levels
Monsieur	-1 level	+2 levels

For help with the Spring of Myst, we turned to the fount of information otherwise known as Brady Games. www.bradygames.com

Last month, we told you how to build up all of Max's weapons. This month, we guide you through Monica's swords and magic. While we're at it, a few quick pointers on spectrumizing your weapons. First, never spectrumize a weapon

that's lower than level 5, or you'll get an unstable Synth Sphere that might not boost your stats at all. Also, if you're running short on Synthesis Points, try this trick: Defeat a foe with one character, then switch characters to collect the ABS crystals. That way, whoever picks up the crystals will earn experience for the weapons in both hands, rather than just the weapon that defeated the enemy.



```

graph LR
    MB[MAGIC BRASSARD] --> GB[GOLD BRASSARD]
    MB --> CB[CRYSTAL BRASSARD]
    MB --> PB[PLATINUM BRASSARD]
    MB --> AA[ATHENA'S AMULET]
    MB --> SA[SUN ARMLET]
    MB --> MB[MOBIUS BANGLE]
    MB --> L[LOVE]
    CB --> BB[BANDIT BRASSARD]
    CB --> TA[THORN AMULET]
    BB --> TA
    TA --> P[POCKLEKUL]
    TA --> SB[SPIRIT BRASSARD]
    TA --> GB[GOSSAMER BRASSARD]
    TA --> AS[ANGEL SHOOTER]
    TA --> DB[DESTRUCTION BRASSARD]
    TA --> SAT[SAVANNAH BRASSARD]
    TA --> FSA[FIVE-STAR ARMLET]
    P --> AA
    SB --> MB
    GB --> MB
    AS --> L
    DB --> SAT
    SAT --> FSA
    MA[MOON ARMLET] --> FSA
    STA[STAR ARMLET] --> FSA
  
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[illegible]



SPLINTER CELL

Frequently asked questions for storming the Chinese Embassy

Chinese Embassy

Q: How do I get through the sewers without getting shot?



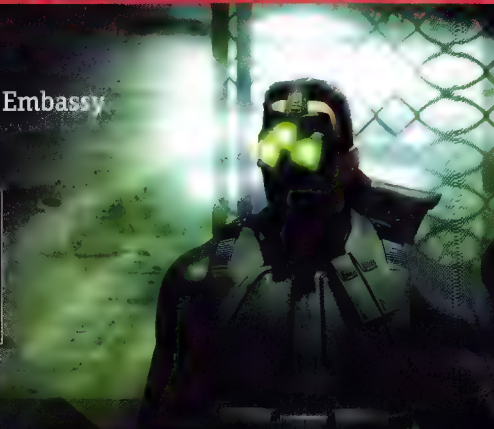
When you enter the sewers, ready a smoke grenade. As you move forward, keep an eye out for a couple of soldiers far ahead of you. When you see them, fire the smoke grenade.



They'll start gagging, so you can run toward them and knock them out with your elbow. Two down...now rove into the darkness and crouch.



One more guard will appear. When he starts to investigate the bodies, run forward and shoot him.



Q: How do I keep from getting caught as I walk through the truck gate?



Keep to the shadows and don't veer from the walls, unless you absolutely have to.



Pass the gate, stay to the right, and creep under the truck that's in front of you. There's a guard on post there; you can either knock him out with a sticky shocker (which is the easy way to handle things) or sneak past him when he turns his back (which is the hard way).



Either way, stay to the right and stay in the shadows. Follow the wall until you reach a courtyard.



Turn on your mic; aim it at the window that the camera panned to in the cut-scene. When the chair ends, get ready to aim the mic at the limo that pulls up.



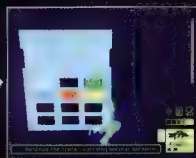
When the car drives away, creep around the side of the building's entrance to get to the far side of the courtyard. After you climb over the breach in the wall, the mission ends.

Chinese Embassy II

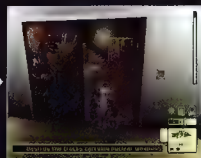
Q: How do I get through that big room with the three turrets?



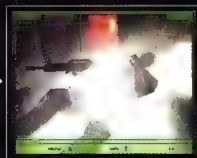
After you exit the room with the sleeping soldiers, put an optic cable under the door in front of you. Do not enter the next hallway until it's clear.



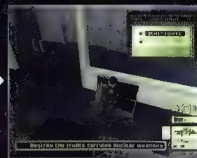
Go up to the keypad and put on your goggles. The orange key represents the location of your finger. Press the buttons in the following order: light blue, dark blue, green, yellow.



The door will open. Fire a diversion camera at the bottom of the stairwell. Press the noise button to get the attention of the guard in the room.



When he's close to the camera, release the gas to incapacitate him. Turn off the gun in the corner. Run to the box when the turret gun is facing away from you.



Hide the soldier's body, then shoot out as many of the lights in the room as you can.



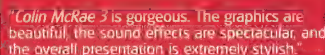
Don't go up the stairs. Look for a bookshelf along the near wall. Pull yourself onto it and get to the second floor from there; you'll wind up behind a second turret gun.



After dispatching an approaching guard with your gun, grab onto the flagpole and shimmy toward the other platform. Stop when you're behind the last flag. A guard and a colonel will pass; the colonel will stay behind as the guard exits the area. When the colonel's back is turned, shimmy up behind him, perform a silent drop (hit Crouch while dropping), then sneak up and grab him. Force him to use the retinal scanner, then knock him out.



There's one guard left in the next room. Kill him, then slide open the window to get outside.



REPLAY FORUM

GTA VICE CITY: EVERY SHOT COUNTS
I found a way to achieve a 100 percent Accuracy rating in *Vice City*.

- Go to Vercetti's mansion on Starfish Island and hop into the Sea Sparrow.
- Take it for a spin, then land it so it's facing another vehicle.
- Fire the Sea Sparrow's machine gun (hold R1) at the vehicle.
- The vehicle will explode, but continue shooting at the wreckage.

The Sea Sparrow gun doesn't affect the Bullets Fired stat but it does affect your Bullets That Hit stat, so your Accuracy rating will increase to more than 100 percent!

By the way, my record for the beach-ball stat is 53. What's *OPM*'s record? And no, I couldn't "keep it up" 53 times in a night!

Kevin Korrupt
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We've kept it up three times. That's it.

MORTAL KOMBAT: DEADLY ALLIANCE: MY FATALITY
My fatality would be blowing my victim a kiss—which has been done many times. I know. It's just such a nice mixture of naughty and nice—and one that would result in their eyes exploding and blood running from their nose, ears, and mouth. After a few seconds, their head would, well, explode.

Mistress Shakahna
shakahna@yahoo.com

As grossed-out as we are, somehow, you had us at "naughty."

GAME	PUBLISHER	SCORE	ISSUE
Dead or Alive	Techno	88	8
Deathtrap Dungeon	Eidos	88	9
Deception III: Dark Delusion	Techno	88	31
Delta Force: Urban Warfare	Novologic	88	61
Demolition Racer	Infogrames	88	26
Destrega	Koei	88	66
Destruction Derby Raw	Midway	88	39
Devil Dice	THQ	88	13
Doctor's Laboratory: Mandark's Lab?	Bam	88	59
Diablo	Electronic Arts	88	8
The Hard Ticket: Viva Las Vegas	Fox Interactive	88	31
Digimon Digital Card Battle	Bandai	88	55
Digimon Rumble Arena	Bandai	88	55
Digimon World	Bandai	88	36
Digimon World 2	Bandai	88	46
Digimon World 3	Bandai	88	57
Dino Crisis	Capcom	88	25
Dino Crisis 2	Capcom	88	38
Disney's Dinosaur	Ubisoft Soft	88	64
Disney's Treasure Planet	Sony CEA	88	36
Donald Duck: Golf! Quackers	Ubisoft Soft	88	39
Downtown Mountain Bike Racing	Activision	88	27
Dracula: The Last Sanctuary	DreamCatcher	88	56
Dracula: The Resurrection	DreamCatcher	88	48
Dragon Ball GT	Bandai	88	4
Dragon Ball Z: Ultimate Battle 22	Infogrames	88	69
UNLOCK BONUS CHARACTERS: At the Title screen, press the following:  ,  ,  ,  ,  ,  ,  , 			
Dragon Tales: Dragon Seek	NewSoftCo	88	45
Dragon Valor	Namco	88	38
Dragon Warrior VII	Enix	88	51
Dragonseeds	Jaleco	88	15
Driver	KT Interactive	88	24
Driver 2	Infogrames	88	40
Ducati World Championship Racing	Acclaim	88	41
Duke Nukem: Land of the Babes	Infogrames	88	40
Duke Nukem: Time to Kill	KT Interactive	88	14
Duke Nukem: Total Mayhem	GT Interactive	88	5
Dukes of Hazard	SouthPeak	88	28
Dukes of Hazard II: Daisy Dukes II Out	SouthPeak	88	41
Dune 2000	Electronic Arts	88	27
EA Sports Supercross	EA Sports	88	41
Eagle One: Hammer Attack	Infogrames	88	32
Echo Night	Agente2	88	23
ECW Anarchy Rule	Acclaim	88	38
ECW Hardcore Revolution	Acclaim	88	30
Ehrgeiz	Square EA	88	21
Einhlinder	Sony CEA	88	8
Elemental Gearbolt	Working Designs	88	11
Eliminator	Psygnosis	88	20
The Emperor's New Groove	SCEA	88	40
ESPN MLS GameNight	Konami	88	40
ET: The Extra-Terrestrial: Impenetrable Mission	NewSoftCo	88	54
EverQuest	Crave	88	38
Evil Dead: Hall to the King	THQ	88	41
Evil Zone	Trius	88	25
Expendable	Infogrames	88	34
F1 2000	EA Sports	88	33
F1 Championship Season	EA Sports	88	40
F1 Racing Championship	Ubisoft Soft	88	39
Family Feud	Hasbro	88	39
Family Game Pack	3DO	88	33
Fantastic Four	Acclaim	88	3
Fatal Fury: Wild Ambition	SNK	88	30
Fear Effect	Eidos	88	31
Fear Effect 2: Retro Helix	Eidos	88	43
Felony II:79	Ascii	88	1
FIFA 98	EA Sports	88	4
FIFA 99	EA Sports	88	17
FIFA 2000	EA Sports	88	27
FIFA 2001 Major League Soccer	EA Sports	88	39
FIFA Soccer 2003	EA Sports	88	63
The Fifth Element	Activision	88	15
Fighter Maker	Aeretic	88	2



GET YOURSELF ONLINE ALREADY

More SOCOM mappage, plus cruisin' in Midnight Club II

SOCOM: U.S. Navy SEALs

FROSTFIRE

1 FREE FALL This is the quickest way down from the catwalk. Leap over the railing and you'll land safely on the boxes below.

2 CLOAKED IN MYSTERY This is an ideal spot for SEALs to attack from; the deep shadow combines with their dark wet suits to deadly effect.

3 DANGER ZONE Consider this path the Alley of Death, there's no defense and no escape. You have extraordinary aim or you're dead.

4 READY, STEADY, KILL The Terrorist who sets up on the office floor and takes aim at this door will be virtually guaranteed at least one kill.

5 LOROTOMY Believe it or not, a Terrorist can stand here and lob a grenade deep into the central alley. Since SEALs will occasionally rush the alley en masse, you stand a fair chance of taking someone out of the game early.



BLIZZARD

1 UNBREAKABLE SEALs. Many of you will start at the top of this cliff. Go ahead and jump off; in the first 10 seconds of the match, you'll survive the fall.

2 HIGH AND DRY Here's a nice snipe spot for Terrorists; you'll get a view of many key map locations.

3 FACEOFF This narrow alley often becomes a killing field as both teams try to sneak around the plateau that houses the bomb. Better toss some grenades down the canyon before moving in.

4 BACK DOOR With the SEAL base on such high ground, it's hard for Terrorists to sneak in undetected. This ledge is your best bet.

5 STAIRWAY TO HEAVEN The back stairway to the second floor is usually defended less diligently than the front. Just make sure you check inside the pipe.

89%

The incredible score of *Midnight Club II* according to game Rankings.com

OVERHEARD

The song "Cool Young" is heard in *Midnight Club II*, and Sam Houston on a 2002 Rockstar promotional button

Midnight Club II



You can do all the standard races online, but why subject yourself to such arbitrary rules? Why not set up a *Cruise game* and just have some good, clean freestyle fun? You can conduct free-form drag races, play *Chicken*, or have yourselves a citywide game of Tag or Hide 'n' Seek. Here are some other city-specific suggestions to keep you busy in *Cruise mode*.

1. LA: CRASH E3 This building in the center of the city is modeled after the L.A. Convention Center, which hosts E3 every year. It's true that driving through it isn't the same as being there for real, but get yourself some ear-drum-piercing techno, a couple strobe lights, and a hangerover and you'll be halfway there.

2. LA: A RIVER RUNS THROUGH IT In the southeast corner of the map, you'll find a set of ramps that will allow you to jump clean over the Los Angeles "river." Set you and your friends up with motorcycles, head for these ramps from opposite directions, and see if you can pull off a

Mission: Impossible-style midair collision. Even better: Set up a bike behind a car, head toward the jump, and try to leapfrog the car in midair.

3. PARIS: KING OF THE PYRAMID Everyone will need cars for this one (for everyone will need bikes—just don't mix the two or someone's gonna have a really hard time). See how quickly you can get to the top of the pyramid outside the Louvre, and how long you can stay up there while your friends try to knock you off.

4. PARIS: LEAP THE LOUVRE Once you get tired of playing on the pyramid, use it to get on top of the Louvre. That shouldn't be hard for anyone, so here's something a bit tougher: Set up a full head of steam, hit your Nitro on the flat ground in front of the pyramid, and try to jump over the Louvre onto the roof of the building across the street. Depending on your angle, you can pick your destination roof. For an extra challenge, try to land on the highest roof of the building on the right. Yeah, it's narrow



GAME	PUBLISHER	SCORE	ISSUE	GAME	PUBLISHER	SCORE	ISSUE
Fighting Force	Eidos	88	3	Intelligent Qube	Sony CEA	88	2
Fighting Force 2	Eidos	88	29	Intelligence Classic Games	Activision	88	28
Final Fantasy Anthology	Square EA	88	26	Int'l Superstar Soccer 98	Konami	88	11
Final Fantasy Chronicles	Square EA	88	27	Int'l Track & Field 2000	Konami	88	27
Final Fantasy Origins	Square Enix	88	67	InuYasha	Bandai	88	68
Final Fantasy Tactics	Sony CEA	88	5	Invasion From Beyond	GT Interactive	88	19
Final Fantasy VII	Sony CEA	88	1	Iron Soldier 3	Vatical	88	35
Final Fantasy VIII	Square EA	88	25	Irwin's Sick	Jaleco	88	18
Final Fantasy IX	Square EA	88	39	ISS Pro Evolution	Konami	88	35
Fisherman's Bait	Konami	88	18	The Italian Job	Rockstar	88	57
Fisherman's Bait 2: Big Of Bass	Konami	88	27	Jackie Chan Stuntmaster	Midway	88	30
Flintstones Bedrock Bowling	SouthPeak	88	37	Jade Cocoon	Crave	88	23
Ford Racing	Empire	88	44	Jarrett & LaBonte Stock Car Racing	Codemasters	88	38
Formula 1 '98	Psygnosis	88	15	Jeopardy!	Hasbro	88	17
Formula 1 '99	Psygnosis	88	28	Jeopardy! 2	Hasbro	88	29
Forsaken	Acclaim	88	10	Jeremy McGrath Supercross 2000	Acclaim	88	38
Fox Sports Golf '99	Fox Interactive	88	11	Jersey Devil	Sony CEA	88	10
Fox Sports Soccer '99	Fox Interactive	88	11	Jet Moto 2	Sony CEA	88	3
Freestyle Boardin' '99	Capcom	88	18	Jet Moto 3	989 Studios	88	26
Freestyle Motorcross: McGrath vs. Postura	Acclaim	88	40	Jimmy Johnson VR Football	Interplay	88	2
Frogger	Hasbro	88	6	Jojos Bizarre Adventure	Capcom	88	31
Frogger 2: Swampy's Revenge	Hasbro	88	38	Juggernaut	Jaleco	88	26
Front Mission 3	Square EA	88	31	K-1 Grand Prix	Jaleco	88	28
Future Cop L.A.P.D.	Electronic Arts	88	13	K-1 Revenge	Jaleco	88	18
G-Police	Psygnosis	88	3	Kagero Deception II	Tecmo	88	14
G-Police 2	Psygnosis	88	25	Karila	Atlus	88	12
G-Darius	THQ	88	13	Kensel Sacred Fire	Konami	88	17
Galaga, Destination Earth	Hasbro	88	39	Kickboxing	Ageatec	88	58
Galeians	Crave	88	33	Killer Loop	Crave	88	27
Galloo Racer	Tecmo	88	28	King of Fighters '99	Ageatec	88	41
Gauntlet Legends	Midway	88	32	KISS Pinball	Take 2	88	6
Gekido	Interplay	88	34	Klonoa	Namco	88	46
Gekko: Shooting King	Natsume	88	67	Knockout Kings	EA Sports	88	16
Geo: Deep Cover Gekko	Eidos	88	20	Knockout Kings 2000	EA Sports	88	27
Geo: Enter the Gecko	Midway	88	7	Knockout Kings 2001	EA Sports	88	39
Ghost in the Shell	THQ	88	4	Konami Arcade Classics	Konami	88	23
Glover	Hasbro	88	28	Koutelika	Infogrames	88	35
Gold and Glory: The Road to El Dorado	Sony CEA	88	42	Kurt Warner's Arena Football Unleashed	Midway	88	34
Gran Turismo	Sony CEA	88	9	The Land Before Time: Great Valley Racing	TDK Mediative	88	46
Gran Turismo 2	Sony CEA	88	29	The Land Before Time: Return to Great Valley	Source Source	88	39
Grand Theft Auto	Take 2	88	10	Largo Winch / Commando Sar	Ubi Soft	88	57
Grand Theft Auto 2	Rockstar	88	27	Legacy of Kain: Soul Reaver	Eidos	88	25
Grand Theft Auto: London 1969	Rockstar	88	22	The Legend of Dragon	Sony CEA	88	34
Grand Tour Racing '98	Activision	88	1	Legend of Legaia	Sony CEA	88	19
Grandia	Sony CEA	88	26	Legend of Mana	Square EA	88	35
Granstream Saga	THQ	88	10	Lego Island 2: The Brickster's Revenge	Lego Media	88	46
The Grinch	Konami/Universal	88	39	Lego Rock Raiders	Lego Media	88	37
Grind Session	Sony CEA	88	34	Lilo & Stitch	Sony CEA	88	59
Grudge Mania	Take 2	88	34	The Lion King: Simba's Mighty Adventure	Activision	88	42
Guardian's Crusade	Activision	88	19	The Little Mermaid II	THQ	88	39
Gubble	Mud Duck	88	68	Lode Runner	Natsume	88	4
Gundam Battle Assault 2	Bandai	88	62	Looney Tunes Racing	Infogrames	88	39
Gurgle: The Legend of Jesse James	Ubi Soft	88	52	Looney Tunes: Sheep Raider	Infogrames	88	51
HandBall '99	Acclaim	88	15	The Last of Us: Judgment Park	Electronic Arts	88	2
Harry Potter and the Sorcerer's Stone	EA Games	88	53	Lunar: Silver Star Story Complete	Working Designs	88	22
Harry Potter and the Chamber of Secrets	EA Games	88	64	Lunar 2: Eternal Blue Complete	Working Designs	88	40
Haven Moon: Back to Nature	Natsume	88	46	Madden NFL '98	EA Sports	88	2
HB Boxing	Acclaim	88	41	Madden NFL 99	EA Sports	88	13
Heart of Darkness	Interplay	88	13	Madden NFL 2000	EA Sports	88	25
Hello Kitty's Cube Frenzy	NewSoft	88	20	Madden NFL 2001	EA Sports	88	47
Herz's Adventures	LucasArts	88	2	Madden NFL 2002	EA Sports	88	39
High Heat Baseball 2000	3DO	88	22	Madden NFL 2003	EA Sports	88	62
High Heat Major League Baseball 2002	3DO	88	43	Marble Master	Conspiracy	88	69
Hogs of War	Infogrames	88	38	Marlin Gothic: Unification	Take 2	88	52
Hooters Road Trip	Ubi Soft	88	55	Marvel Super Heroes	Capcom	88	2
Hoshigami: Ruining Blue Earth	Atlus	88	53	Marvel Super Heroes vs. Street Fighter	Capcom	88	18
Hot Shots Golf	Sony CEA	88	7	Marvel vs. Capcom EA	Capcom	88	30
Hot Shots Golf 2	Sony CEA	88	30	Mary-Kate and Ashley: Magical Mystery Mail	Acclaim	88	40
Hot Wheels Turbo Racing	Electronic Arts	88	25	Mary-Kate and Ashley: Winner's Circle	Acclaim	88	45
Hydro Thunder	Midway	88	31	Mass Destruction	ASC	88	8
HRA Drag Racing	Bethesda	88	53	Matt Hoffman's Pro BMX	Activision	88	45
In Cold Blood	DreamCatcher	88	49	Maximum Force	Midway	88	2
Incredible Crisis	Titus	88	38	MDK	Playmates	88	1
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	88	50	Media Of Honor	Electronic Arts	88	27



THE SIMS

How to succeed at all six Sims careers

Military

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Recruit	6am-12pm	\$250	none	none
2 Elite Force	7am-1pm	\$325	Body: +2	none
3 Rifleman	8am-2pm	\$400	Mechanical: +1 Charisma: +2	none
4 Sergeant	9am-3pm	\$450	Cooking: +1 Body: +2	none
5 Captain	9am-3pm	\$500	Mechanical: +1 Charisma: +1 Logic: +1	1
6 Major	9am-3pm	\$550	Mechanical: +1 Charisma: +1 Logic: +2	3
7 Colonel	9am-3pm	\$580	Mechanical: +3 Charisma: +1 Logic: +2	5
8 General	9am-3pm	\$600	Mechanical: +3 Body: +3 Logic: +1	6
9 Major General	9am-3pm	\$625	Mechanical: +1 Charisma: +2 Body: +2 Creativity: +3	8
10 General	9am-3pm	\$650		

Xtreme

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Daredevil	9am-3pm	\$175	none	none
2 Bungee Jump	9am-3pm	\$250	Body: +2	1
3 Whitewater Guide	9am-3pm	\$325	Body: +2 Mechanical: +1	2
4 Circuit Pro	9am-3pm	\$400	Cooking: +1 Mechanical: +1 Logic: +1	3
5 Skate Rider	9am-3pm	\$475	Mechanical: +2 Body: +2	4
6 Mountain Climber	9am-3pm	\$550	Mechanical: +1 Charisma: +2 Creativity: +3	5
7 Professional	9am-3pm	\$650	Mechanical: +1 Charisma: +1 Body: +1 Logic: +2 Creativity: +1	7
8 Treasure Hunter	10am-5pm	\$725	Charisma: +2 Logic: +2 Creativity: +3	9
9 Grand Prix Driver	10am-4pm	\$825	Cooking: +1 Charisma: +3 Body: +1 Logic: +1 Creativity: +2	11
10 Professional Spy	11am-5pm	\$925		

Musician

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Subway	3pm-6pm	\$90	none	none
2 Piano Player	3pm-8pm	\$120	Creativity: +2	none
3 Wedding Singer	9am-3pm	\$190	Creativity: +3	2
4 Lounge Singer	8pm-4am	\$250	Mechanical: +2 Creativity: +1	2
5 High School Band Teacher	7am-2pm	\$325	Mechanical: +3 Creativity: +1	5
6 Rocker	11am-8pm	\$400	Body: +4 Charisma: +2 Body: +1 Creativity: +2	8
7 Back-up Musician	12pm-9pm	\$550	Charisma: +5 Body: +2	12
8 Studio Musician	11am-6pm	\$700	Charisma: +5 Body: +2	15
9 Rock Star	5pm-2am	\$1,100	Charisma: +3 Logic: +6	
10 Celebrity Artist	10am-3pm	\$1,400		

Entertainment

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Waitress	9am-3pm	\$100	none	none
2 Entertainer	9am-3pm	\$150	Charisma: +2	none
3 Big Player	9am-3pm	\$200	Body: +2	2
4 Stand Up Comic	9am-4pm	\$275	Charisma: +1 Body: +1 Creativity: +1	4
5 Comedian	10am-5pm	\$375	Mechanical: +1 Charisma: +1 Body: +1 Creativity: +1	6
6 Supporting Player	10am-6pm	\$500	Charisma: +2 Body: +1 Creativity: +1	8
7 TV Star	10am-6pm	\$660	Mechanical: +1 Charisma: +2 Body: +1 Creativity: +1	10
8 Feature Star	5pm-1am	\$900	Charisma: +1 Body: +1 Creativity: +3	12
9 Broadway Star	10am-5pm	\$1,100	Body: +1 Creativity: +3	14
10 Superstar	10am-3pm	\$1,400		

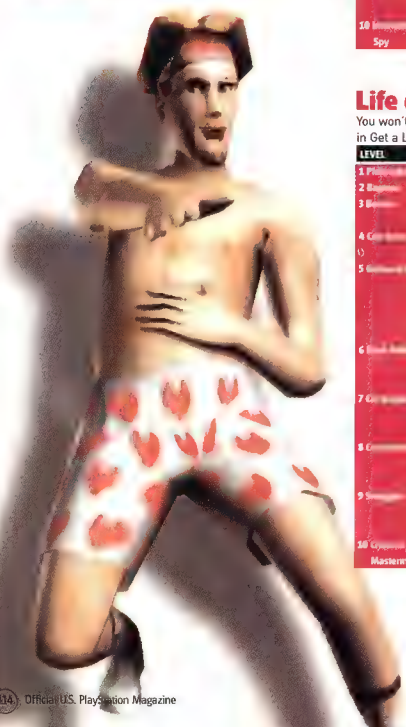
Slacker

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Golf Caddy	5am-10am	\$90	none	none
2 Convenience Store Clerk	10am-3pm	\$110	Body: +2	1
3 Life Guard	9am-3pm	\$150	Charisma: +2	2
4 Record Store	12pm-5pm	\$180	Charisma: +2	4
5 Party DJ	11pm-4am	\$220	Mechanical: +3	6
6 Projectionist	6pm-1am	\$280	Mechanical: +2	7
7 Video Editor	12pm-6pm	\$350	Charisma: +3 Body: +1	10
8 Professional Photographer	12pm-5pm	\$400	Charisma: +1 Body: +3	12
9 Professional Guide	2pm-7pm	\$450	Charisma: +2 Body: +3	15
10 Professional Celebrity Party Guest	10pm-2am	\$600		

Life of Crime

You won't be able to unlock this unless you catch a criminal in Get a Life mode. Get an alarm system to help you out.

LEVEL	HOURS	PAY	SKILLS	FRIENDS
1 Professional	9am-3pm	\$140	none	none
2 Burglar	11pm-7am	\$200	Body: +2	2
3 Bank Robber	12pm-7pm	\$275	Charisma: +1 Creativity: +1	2
4 Criminal	9am-3pm	\$350	Mechanical: +2 Creativity: +1	3
5 Professional Thief	5pm-1am	\$425	Mechanical: +1 Charisma: +1 Body: +1 Creativity: +1 Logic: +1	4
6 Bank Robber	3pm-11pm	\$530	Body: +2 Logic: +1 Creativity: +1	6
7 Criminal	9pm-3am	\$640	Mechanical: +2 Logic: +1 Creativity: +2	8
8 Criminal	9pm-3am	\$760	Charisma: +3 Body: +1 Creativity: +1	10
9 Smuggler	9pm-3am	\$900	Charisma: +2 Logic: +1 Creativity: +2	12
10 Criminal Mastermind	6pm-12am	\$1,100		





BORED GAME Excited about the continuing *Pitfall* series? We're not either! But we're hyped about this old board game!

Not three stars consecutively, but the three scores total for the three games in the *Spec Ops* infecta.



GAME	PUBLISHER	SCORE	ISSUE
Medal Of Honor Underground	Electronic Arts	☆☆☆☆	39
MediEvil	Sony CEA	☆☆☆☆	31
MediEvil II	Sony CEA	☆☆☆☆	32
Mega Man Legends	Capcom	☆☆☆☆	12
Mega Man Legends 2	Capcom	☆☆☆☆	39
Mega Man X4	Capcom	☆☆☆☆	4
Mega Man X5	Capcom	☆☆☆☆	41
Mega Man X6	Capcom	☆☆☆☆	53
Men In Black-The Series: Crashdown	Infogrames	☆☆☆☆	54
Metal Gear Solid	Konami	☆☆☆☆	14
Metal Gear Solid: VR Missions	Konami	☆☆☆☆	25
Metal Slug X	AgeTec	☆☆☆☆	43
Micro Machines	Midway	☆☆☆☆	5
Mr. Maniacs	Codemasters	☆☆☆☆	32
Mike Tyson Boxing	Codemasters	☆☆☆☆	39
The Misadventures of Tom Bonne	Capcom	☆☆☆☆	31
Miss Spider's Tea Party	Simon & Schuster	☆☆☆☆	41
Missile Command	Hasbro	☆☆☆☆	28
Mission: Impossible	Infogrames	☆☆☆☆	28
MK Mythologies	Midway	☆☆☆☆	3
MLB 98	Sony CEA	☆☆☆☆	1
MLB 2000	Sony CEA	☆☆☆☆	9
MLB 2001	989 Studios	☆☆☆☆	21
MLB 2002	989 Studios	☆☆☆☆	33
MLB 2003	Sony CEA	☆☆☆☆	46
MLBPA Bottom of the 9th 99	Konami	☆☆☆☆	12
Model 1. Rally Championship	Electronic Arts	☆☆☆☆	32
Monaco Light Force	XS Games	☆☆☆☆	69
Monaco Grand Prix	Ubisoft	☆☆☆☆	21
Monkey Hero	Take 2	☆☆	18
Monkey Magic	Sumsoft	☆☆	29
Monopoly	Hasbro	☆☆	3
Monster Rancher 2	Tecmo	☆☆	26
Monster Rancher Battle Card: Episode II	Tecmo	☆☆	36
Monster Rancher Hog-A-Bout	Tecmo	☆☆	41
Monster Seed	Sumsoft	☆☆	20
Monsters, Inc.	Sony CEA	☆☆	51
Mort the Chicken	Crave	☆☆	41
Mortal Kombat: Special Forces	Midway	☆☆	36
Mortal Kombat 4	Midway	n/a	32
Mortal Kombat Trilogy	Midway	n/a	n/a

GAME	PUBLISHER	SCORE	ISSUE
OLD-SCHOOL CHARACTERS	Highlight	☆☆☆☆	39
Payden and press Select	They should explode and run into MKI Kano, MK2 Kung Lao, MK3 Rayden, and MK4 Jax (without metal arms). They have the same moves and fatalities as those in the old games	☆☆☆☆	39
Motor Racer	Electronic Arts	☆☆☆☆	3
Motor Racer 2	Electronic Arts	☆☆☆☆	14
Motor Racer World Tour	Infogrames	☆☆☆☆	40
Motorcross Mania	Take 2	☆☆	48
Motorhead	Fox Interactive	☆☆☆☆	14
Mr. Domino	Acclaim	☆☆	15
Mr. Driller	Namco	☆☆	33
Mr. Pac-Man Maze Madness	Namco	☆☆	38
MTV Music Generator	Codemasters	☆☆	28
MTV Sports: Pure Ride	THQ	☆☆	39
MTV Sports: Skateboarding Free	THQ	☆☆	39
MTV Sports: Snowboarding	THQ	☆☆	27
MTV Sports: TJ Lavin's Ultimate BMX	THQ	☆☆	45
The Mummy	Konami	☆☆	41
Muppet Monster Adventure	Midway	☆☆	39
Muppet Race Mania	Midway	☆☆	39
My Disney Kitchen	Bam	n/a	n/a
N-GEN Racing	Infogrames	☆☆	35
N20	Fox Interactive	☆☆	11
Nagano Winter Olympics 98	Konami	☆☆	6
Namco Museum Vol. 3	Namco	n/a	n/a
NASCAR 98	EA Sports	☆☆☆☆	3
NASCAR 99	EA Sports	☆☆☆☆	14
NASCAR 2000	EA Sports	☆☆	26
NASCAR 2001	EA Sports	☆☆	38
NASCAR Heat	Hasbro	☆☆	40
NASCAR Rumble	Electronic Arts	☆☆	31

GAME	PUBLISHER	SCORE	ISSUE
NASCAR Thunder 2002	EA Sports	☆☆	52
NBA Fastbreak 98	Midway	☆☆	4
NBA Hoopz	Midway	☆☆	43
NBA In The Zone 98	Konami	☆☆	7
NBA In The Zone 99	Konami	☆☆	19
NBA In The Zone 2000	Konami	☆☆	28
NBA Live 98	EA Sports	☆☆	3
NBA Live 99	EA Sports	☆☆	16
NBA Live 2000	EA Sports	☆☆	28
NBA Live 2001	EA Sports	☆☆	39
NBA Live 2002	EA Sports	☆☆	53
NBA ShootOut 98	Sony CEA	☆☆	8
NBA ShootOut 2000	989 Studios	☆☆	30
NBA ShootOut 2001	989 Studios	☆☆	39
NBA ShootOut 2002	Sony CEA	☆☆	50
NBA ShootOut 2003	Sony CEA	☆☆	63
NBA Showtime: NBA on NBC	Midway	☆☆	28
NBA Tonight	ESPN Digital	☆☆	14
NCAA Final Four 99	989 Studios	☆☆	18
NCAA Final Four 2000	989 Studios	☆☆	28
NCAA Final Four 2001	Sony CEA	☆☆	40
NCAA Football 98	EA Sports	☆☆	2
NCAA Football 99	EA Sports	☆☆	12
NCAA Football 2000	EA Sports	☆☆	25
NCAA Football 2001	EA Sports	☆☆	36
NCAA GameBreaker 98	Sony CEA	☆☆	4
NCAA GameBreaker 99	989 Studios	☆☆	15
NCAA GameBreaker 2000	989 Studios	☆☆	25
NCAA GameBreaker 2001	Sony CEA	☆☆	37
NCAA March Madness 98	EA Sports	☆☆	7
NCAA March Madness 99	EA Sports	☆☆	18
NCAA March Madness 2000	EA Sports	☆☆	29
NCAA March Madness 2001	EA Sports	☆☆	41
Nectaris: Military Madness	Jaleco	☆☆	17
Need for Speed II	Electronic Arts	☆☆	1
Need for Speed: High Stakes	Electronic Arts	☆☆	26
Need for Speed: Porsche Unleashed	Electronic Arts	☆☆	33
Need for Speed: V-Rally	Electronic Arts	☆☆	3
Need for Speed: V-Rally 2	Electronic Arts	☆☆	28
Newman/Haas Racing	Psygnosis	☆☆	7
The Next Tezis	Hasbro	☆☆	24
NFL Blitz	Midway	☆☆	32
NFL Blitz 2000	Midway	☆☆	24
NFL Blitz 2001	Midway	☆☆	38
NFL GameDay 98	Sony CEA	☆☆	3
NFL GameDay 99	989 Studios	☆☆	13
NFL GameDay 2000	989 Studios	☆☆	25
NFL GameDay 2001	989 Studios	☆☆	37
NFL GameDay 2002	Sony CEA	☆☆	49
NFL GameDay 2003	Sony CEA	☆☆	62
NFL Xtreme	989 Studios	☆☆	11
NFL Xtreme 2	THQ	☆☆	24
NHL 98	EA Sports	☆☆	2
NHL 99	EA Sports	☆☆	15
NHL 2000	EA Sports	☆☆	26
NHL 2001	EA Sports	☆☆	38
NHL Blades of Steel 2000	Konami	☆☆	28
NHL Breakaway 98	Acclaim	☆☆	2
NHL Championship 2000	Fox Interactive	☆☆	27
NHL FaceOff 98	Sony CEA	☆☆	3
NHL FaceOff 99	989 Studios	☆☆	14
NHL FaceOff 2000	989 Studios	☆☆	26
NHL FaceOff 2001	Sony CEA	☆☆	38
NHL Rock the Rink	Electronic Arts	☆☆	32
Nick Toons Racing	Infogrames	☆☆	48
Nightmare Creatures	Activision	☆☆	3
Nightmare Creatures II	Konami	☆☆	33
Ninja: Shadow of Darkness	Eidos	☆☆	15
Nuclear Strike	Electronic Arts	☆☆	3
O.D.T.	Psygnosis	☆☆	15
Oddworld: Abe's Exoddus	GT Interactive	☆☆	15
Oddworld: Abe's Oddysee	GT Interactive	☆☆	1
Omega Boost	Sony CEA	☆☆	25
One	ASC	☆☆	4

REPLAY FORUM

SPLINTER CELL: DEMONSTRATING
I was playing the *Splinter Cell* demo and I found a really crazy thing. I doubt you can pull this one off! In the kitchen, after wasting the cook, I opened the door to call the attention of the guard. Then I backed off, let the door close, and walked near it. When the angry guard tried to enter and beat me down, the door only opened halfway and he couldn't pass. I fired away and killed him. It was then that it happened: Since the guy didn't have space to fall on the floor, he started floating through the door and got stuck in the wall next to the door! The body stayed there but it was like a ghost—I could walk right through it. Really funny stuff! People should try to pull off this crazy stunt, too!

Pedro Palacia
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NHL 2001: EASY ALL-STAR
I love NHL 2K3 and thought your slider hints in the May issue made the game more exciting and fun. However, why the All-Star difficulty? Does it make it more realistic by being easier?

Richard Tayag Ric
hardTayag@rogers.com

Nope. Play the hardest level if you can hack it.

GAME	PUBLISHER	SCORE	ISSUE
One Piece Mansion	Capcom	☆☆	50
Pac-Man World	Namco	☆☆☆☆	14
Pandemonium 2	Midway	☆☆	3
Panzer Front	AgeTec	☆☆	51
Patapa the Rapper	Sony CEA	☆☆	2
Parasite Eve	Square EA	☆☆	12
Parasite Eve II	Square EA	☆☆	37
Persona 2: Eternal Punishment	Atlus	☆☆	41
Peter Jacobson's Golden Tee Golf	Infogrames	☆☆	41
PGA Tour 98	EA Sports	☆☆	3
Pinebox	Konami	☆☆	68
Pipe Dreams 3D	Empire Int.	☆☆	52
Pitfall 3D	Activision	☆☆	9
Planet of the Apes	Ubisoft	☆☆	63
Play With The Teletubbies	Knowledge Adv.	☆☆	36
Pocket Fighter	Capcom	☆☆	11
Point Blank	Namco	☆☆	6
Point Blank 2	Namco	☆☆	20
Point Blank 3	Namco	☆☆	44
Polaris SnoCross	Vatical	☆☆	38
Pong	Hasbro	☆☆	27
Pool Hustler	Activision	☆☆	15
Populous: The Beginning	Electronic Arts	☆☆	21
Porsche Challenge	Sony CEA	☆☆	1
Power Play Sports Trivia	Ubisoft	☆☆	58
Power Rangers Lightspeed Rescue	THQ	☆☆	40
Power Shovel	Acclaim	☆☆	49
Power Soccer 2	Psygnosis	☆☆	5
Power Spike Pro Beach Volleyball	Infogrames	☆☆	41
The PowerPuff Girls: Chemical X-Traction	Bam	☆☆	51
Pro Jet	Konami	☆☆	3
Pro Jet World Tour Golf	Psygnosis	☆☆	19
Pro Pinball: Big Race USA	Empire	☆☆	37
Pro Pinball: Fantastic Journey	Empire	☆☆	37
Pro Pinball: Timeshock	Take 2	☆☆	10
Psychoball	Psygnosis	☆☆	15
Punky Skunk	Jaleco	☆☆	6
Putter Golf	AgeTec	☆☆	53
Puzzle Star Sweep	AgeTec	☆☆	43
Qbert	Hasbro	☆☆	28
Quake II	Activision	☆☆	27
R-Type Delta	AgeTec	☆☆	23
R-Type	Asci	☆☆	17
Rc: Ridge Racer Type 4	Namco	☆☆	20
Racing	AgeTec	☆☆	43
Rage Ball	AgeTec	☆☆	68
Railroad Tycoon II	Take 2	☆☆	30
Rainbow Six 2	Red Storm	☆☆	17
Rally Cross 2	989 Studios	☆☆	15
Rampage	Midway	☆☆	4
Rampage 2: Universal Tour	Midway	☆☆	21
Rampage Through Time	Midway	☆☆	36
Ray Racers	THQ	☆☆	5
RayCrisis	Working Designs	☆☆	38
Rayman 2: The Great Escape	Ubisoft	☆☆	35
Rayman Bait Games	Ubisoft	☆☆	50
Rayman Rush	Ubisoft	☆☆	57
Razor Freestyle Scooter	Crave	☆☆	41
RC de GO!	Acclaim	☆☆	40
RC Helicopter	AgeTec	☆☆	68
RC Revenge	Acclaim	☆☆	37
RC Stunt Copter	Thus	☆☆	25
Re-Volt	Acclaim	☆☆	26
Ready 2 Rumble	Midway	☆☆	27
Ready 2 Rumble: Round 2	Midway	☆☆	40
Red Asphalt	Interplay	☆☆	3
Reel Fishing II	Natsume	☆☆	34
Resident Evil: Director's Cut	Capcom	☆☆	2
Resident Evil 2	Capcom	☆☆	11
Resident Evil 2: Dual Shock	Capcom	☆☆	11
Resident Evil 3: Nemesis	Capcom	☆☆	27
Resident Evil: Survivor	Capcom	☆☆	38
Rhapsody: A Musical Adventure	Atlus	☆☆	35



REPLAY

Football, the most popular sport in America, still has America's passion.

OVERHEARD *as six minutes of action* carried into two-and-a-half-hour. —Ray Fitzgerald, in the Boston Globe, 1990

MVP BASEBALL 2003

Pitch a perfect, and OPM's fantasy team

CHEAT YOUR WAY TO MVP STATUS

Pitching a perfect game isn't impossible. You can even do it with A's hurler Barry Zito. Use Zito or a created player with a killer slider and curveball. Then...

- Throw two sliders to the side, opposite the one the pitcher throws. (For the left-handed Zito, throw to what would be inside for a left-handed batter.) The pitch must be at the edge of the strike zone.

- Throw a curveball in the upper inside or outside corner. The batter should strike out, pop out, or ground out.

If you want to hit a home run every time go to Rosters, then Create-A-Player. Enter the player's name as Erik Kiss. He'll knock the ball out of the park every time he lays wood on it.

If you want to knock the ball over the Green Monster, get a big right-hand-

ed bat like Manny Ramirez or Sammy Sosa. Hold the left analog stick diagonally toward the Green Monster. Almost every inside pitch will soar over the wall for a homer.

If you want a broken bat every time you make contact (weirdo), create a player with one of the following names: Keegan Paterson, Jacob Paterson, Ziggy Paterson.

Feel like widening your field of view on all cameras? Who wouldn't? We dug up this peculiar little cheat: that'll change your field view by displaying the game's world as slightly squished horizontally on a 4:3 aspect ratio television. Very strange, indeed. (No worries, though—it doesn't change resolution or display modes in any way.)

- Press and hold both L2 + R2 for more than three seconds.
- While holding L2 + R2, press Δ on the D-pad to enable the cheat. Push Δ on the D-pad to disable it.

MLBPA INVITATIONAL

A funny and surprising thing happened during spring training: Major League Baseball gave OPM a call and asked if we'd like to join a fantasy baseball league alongside companies that make baseball games and other outlets that write about them. We humbly accepted.

If you'd like to follow the race and cheer on OPM—wouldn't it be great if we beat JDO, EA Sports, Sega, and Sony at their own games?—go to: baseball.fantasysports.yahoo.com/b2?page=leaguehome&id=697

To get you ready, here's our mighty lineup and star-studded pitching staff.

Batters

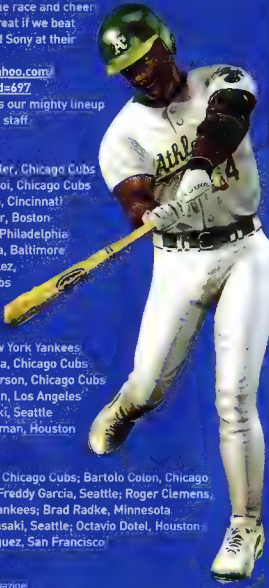
Catcher: Damian Miller, Chicago Cubs
First Base: Hee Sop Choi, Chicago Cubs
Adam Dunn, Cincinnati
Second Base: Todd Walker, Boston
Third Base: David Bell, Philadelphia
Tony Batista, Baltimore
Shortstop: Alex Gonzalez, Chicago Cubs

Outfield

Hideki Matsui, New York Yankees
Sammy Sosa, Chicago Cubs
Corey Patterson, Chicago Cubs
Brian Jordan, Los Angeles
Ichiro Suzuki, Seattle
Lance Berkman, Houston

Pitchers

Starters: Mark Prior, Chicago Cubs; Bartolo Colon, Chicago White Sox; Freddy Garza, Seattle; Roger Clemens, New York Yankees; Brad Radke, Minnesota
Relievers: Kazuhiro Sasaki, Seattle; Octavio Dotel, Houston; Felix Rodriguez, San Francisco



GAME	PUBLISHER	SCORE	VSAT
Rising Zan	Agetec	☆☆☆☆	24
Risk	Hasbro	☆☆☆☆	11
Rival Schools	Capcom	☆☆☆☆	14
Riven: The Sequel to Riven	Acclaim	☆☆☆☆	6
Road Rash: 3D	Electronic Arts	☆☆☆☆	11
Road Rash: Jail Break	Electronic Arts	☆☆	30
Rock 'Em Sock 'Em Robots	Mattel	☆☆☆☆	41
Rocket Power: Team Rocket Rescue	THQ	☆☆	51
Rogue Trip	GT Interactive	☆☆☆☆	14
Roll Away	Pygossini	☆☆☆☆	13
Rollage	Pygossini	☆☆☆☆	19
Rollage Stage II	Pygossini	☆☆☆☆	31
Romance of the Three Kingdoms VI	Koei	☆☆	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	☆☆	48
RPG Maker	Agetec	☆☆☆☆	35
Rugrats: Totally Angelica	THQ	☆☆	48
Rugrats in Paris: The Movie	THQ	☆☆	41
Runabout 2	Hot-B	☆☆	36
Running Wild	989 Studios	☆☆	14
Rushdown	Electronic Arts	☆☆	19
Sabrina, Teenage Witch: A Twink in Time!	Knowledge Ad.	☆☆	45
SaGa Frontier	Sony CEA	☆☆	8
SaGa Frontier 2	Square EA	☆☆	29
Sayuki: Journey West	Koei	☆☆☆☆	47
Salvatore Sportfishing	Agetec	☆☆	52
Sammy Sosa High Heat Baseball 2001	3DO	☆☆	32
Sammy Sosa Softball Slam	3DO	☆☆	33
Samurai Showdown: Warrior's Rage	SNK	☆☆	36
Scooby-Doo and the Cyber Chase	THQ	☆☆	52
Scrabble	Hasbro	☆☆	28
Sentinel Returns	Pygossini	☆☆	11
Sesame Street Sports	NewKidCo	☆☆☆☆	54
Shadow Madness	Crave	☆☆	19
Shadow Man	Acclaim	☆☆	27
Shadow Master	Pygossini	☆☆	5
Shadow Tower	Agetec	☆☆	28
Shanghai: True Valor	Sunsoft	☆☆☆☆	20
Sheep	Empire	☆☆	41
3 Shock: Treasure Hunt	TDK Mediasoft	n/a	n/a
There are no codes. It's not like you're dying for them, are you?			
Shipwreckers	Pygossini	☆☆	3
Shooter: Space Shot	Agetec	☆☆☆☆	48
Shooter: Starfighter Survival	Agetec	☆☆	43
Silent Bomber	Bandai	☆☆	30
Silent Hill	Konami	☆☆☆☆	18
Silhouette Mirage	Working Design	☆☆	29
Sim Theme Park	Electronic Arts	☆☆	33
The Simpsons Wrestling	Taito	☆☆	45
Skullmonkeys	Electronic Arts	☆☆☆☆	6
Skyliving Extreme	Bandersnatch	☆☆	49
Small Soldiers	Electronic Arts	☆☆	15
Smurfs	Infogrames	☆☆	29
Smurf Racer	Infogrames	☆☆	45
Snoff-Cross Championship Racing	Crave	☆☆	37
Snowboarding	Agetec	☆☆	43
Snol Divide	XS Games	☆☆	68
Sorcerer's Maze	XS Games	☆☆	68
Soul of the Samurai	Konami	☆☆	24
South Park	Acclaim	☆☆	27
South Park: Chef's Luv Shack	Acclaim	☆☆	28
South Park Rally	Acclaim	☆☆	29
Space Invaders	Activision	☆☆	27
Spawn: The Eternal	Sony CEA	☆☆	4
Spec Ops: Covert Assault	Take 2	☆☆	52
Spec Ops: Ranger Elite	Take 2	☆☆	46
Spec Ops: Stealth Patrol	Take 2	☆☆	34
Speed Punks	Sony CEA	☆☆☆☆	32
Speed Racer	Jaleco	☆☆	8
Speedball 2100	Empire	☆☆	40
Spider-Man	Activision	☆☆☆☆	37
Spider-Man 2: Enter Electro	Activision	☆☆	50
Spin Jam	Take 2	☆☆	38
Spongobob SquarePants	THQ	☆☆	51

GAME	PUBLISHER	SCORE	VSAT
Sports Car GT	Electronic Arts	☆☆	21
Spyro the Dragon	Sony CEA	☆☆☆☆	13
Spyro 2: Ripto's Rage!	Sony CEA	☆☆☆☆	27
Spyro 3: Year of the Dragon	Sony CEA	☆☆☆☆	19
Star Ocean: The 2nd Story	Sony CEA	☆☆☆☆	22
Star Trek: Invasion	Activision	☆☆	37
Star Wars Episode I: Jedi Power Battles	LucasArts	☆☆	33
Star Wars Episode II: The Phantom Menace	LucasArts	☆☆	25
Star Wars Masters of Texas Kisi	LucasArts	☆☆	4
Star Wars Demolition	LucasArts	☆☆	41
Steel Reign	Sony CEA	☆☆	2
Streak	GT Interactive	☆☆	15
Street Fighter Alpha 3	Capcom	☆☆	21
Street Fighter Collection	Capcom	☆☆	4
Street Fighter Collection 2	Capcom	☆☆	16
Street Fighter EX Plus Alpha	Capcom	☆☆	2
Street Fighter EX2 Plus	Capcom	☆☆	33
Strider	Agetec	☆☆	68
Street Sk8er	Electronic Arts	☆☆	19
Street Sk8er 2	Electronic Arts	☆☆	32
Strider 2	Capcom	☆☆	34
Striker Pro 2000	Infogrames	☆☆	33
Strikers 1945	Agetec	☆☆	44
Strikers 2012	Sony CEA	☆☆	60
Sulcodium II	Konami	☆☆	26
Super Bubble Pop	Jaleco	☆☆	68
Super Soccer	Tecmo	☆☆	61
SuperStrike 2000	EA Sports	☆☆	32
SuperCross 2000	EA Sports	☆☆	29
SuperCross Circuit	989 Studios	☆☆	28
Superstar Dance Club #1 Hits!	XS Games	☆☆	67
Surf Riders	Ubi Soft	☆☆	35
Sydney 2000	Eidos	☆☆	38
Syphon Filter	989 Studios	☆☆	18
Syphon Filter 2	989 Studios	☆☆	31
Syphon Filter 3	Sony CEA	☆☆	52
Tai Fu	Activision	☆☆	19
T.R.A.G.	Sunsoft	☆☆	20
Tactics Ogre	Atlus	☆☆	12
Tail Concerto	Atlus	☆☆	26
Tales of Destiny	Namco	☆☆	13
Tales of Destiny II	Namco	☆☆	49
Tajiri	Sony CEA	☆☆	24
Team Buddies	Midway	☆☆	38
Team LGS KC Racing	Fox Interactive	☆☆	13
Tekken 3	Namco	☆☆	14
Tekken 4	Artivision	☆☆	14
Tekken 2: Birth of the Stealth Assassins	Activision	☆☆	57
Tennis	Agetec	☆☆	33
Tennis Arena	Ubi Soft	☆☆	4
Ten's Drive 4	Accolade	☆☆	5
Ten's Drive 5	Accolade	☆☆	15
Test Drive 6	Infogrames	☆☆	27
Test Drive: Le Mans	Infogrames	☆☆	34
Test Drive: Off-Road 3	Infogrames	☆☆	26
Thousand Arms	Atlus	☆☆	26
Thrasher: Skate & Destroy	Rockstar	☆☆	29
Threats of Fate	Square EA	☆☆	35
Thunder Force V	Working Designs	☆☆	13
Tiger Woods 99 PGA Tour Golf	EA Sports	☆☆	16
Tiger Woods PGA Tour 2001	EA Sports	☆☆	41
Tiger's Honey Hunt	NewKidCo	☆☆	41
Time Crisis: Project Titan	Namco	☆☆	45
Tiny Tank	Sony CEA	☆☆	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	☆☆	50
Tiny Toons: The Great Beanztalk	NewKidCo	☆☆	18
TOCA 2	Activision	☆☆	27
Tom & Jerry in House Trap	Eidos	☆☆	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	☆☆	45
Tomb Raider II	Eidos	☆☆	16
Tomb Raider III	Eidos	☆☆	16
Tomb Raider: Chronicles	Eidos	☆☆	41
Tomb Raider: The Last Revelation	Eidos	☆☆	29
Tomb Raider	Sony CEA	☆☆	11

TONY HAWK 4

You'll have to complete 100 Cool Points to unlock the hidden level Little Big World.

www.phatfarmstore.com

...dress like a Def Jam rapper? Who doesn't? Head to this site for all the phat gear.

GAME	PUBLISHER	SCORE	VALUE	GAME	PUBLISHER	SCORE	VALUE
Tombat 2: The Evil Swine Return	Sony CEA	☆☆☆☆	29	Worms World Party	Ubi Soft	☆☆☆☆	55
Tomorrow Never Dies	Electronic Arts	☆☆☆☆	28	Wu-Tang Shaolin Style	Activision	☆☆☆☆	28
Tonka Space Station	Hasbro	☆☆☆☆	41	WWF Attitude	Acclaim	☆☆☆☆	24
Tony Hawk's Pro Skater	Activision	☆☆☆☆	26	WWF SmackDown!	THQ	☆☆☆☆	31
Tony Hawk's Pro Skater 2	Activision	☆☆☆☆	38	WWF SmackDown! 2	THQ	☆☆☆☆	40
Tony Hawk's Pro Skater 3	Activision	☆☆☆☆	51	WWF War Zone	Acclaim	☆☆☆☆	12
Tony Hawk's Pro Skater 4	Activision	☆☆☆☆	64	X-Blade: Inline Skater	Crave	☆☆	55
Townstein: Dave to Scare	Vocal	☆☆	29	X-Files	Fox Interactive	☆☆	28
Tomeko: The Last Hope	Enix	☆☆	40	X Games Pro Boarder	ESPN Digital	☆☆☆☆	14
Toy Story 2	Activision	☆☆	28	X-Men: Children of the Atom	Acclaim	☆☆	6
Toy Story Racing	Activision	☆☆	44	X-Men: Mutant Academy	Activision	☆☆	36
Transformers: Beast Wars Transmetal	Bam	☆☆	36	X-Men: Mutant Academy 2	Activision	☆☆	50
Trip Tigger	Atari	☆☆	13	Xena: Warrior Princess	Electronic Arts	☆☆	26
Treasures of the Deep	Namco	☆☆	1	Xenogears	Square EA	☆☆	14
Trick'n' Snowboarder	Capcom	☆☆	25	You Don't Know Jack!	Berkeley Systems	☆☆☆☆	25
Triple Play '99	EA Sports	☆☆	9	You Don't Know Jack! Mock 2	Sierra	☆☆	40
Triple Play 2000	EA Sports	☆☆☆☆	20	Yu-Gi-Oh! Forbidden Memories	Konami	☆☆	57
Triple Play 2001	EA Sports	☆☆☆☆	32	Hamburger Recipe	80811661		
Triple Play Baseball	EA Sports	☆☆	44	Hane-Hane	07089711		
Turbo Prop Racing	Sony CEA	☆☆	11	Hanawa	84285623		
Turnabout	Natsume	☆☆	69	Hannibal Locomancer	05640330		
Twisted Metal III	999 Studios	☆☆	36	Happy Love	99030164		
Twisted Metal 4	999 Studios	☆☆	26	Hard Armor	20060230		
Twisted Metal: Small Brawl	Sony CEA	☆☆	52	Harpie Lady	76812113		
Tyoo RC: Assault With a Battery	Mattel	☆☆	38	Harpie Lady Sister	12206212		
Ultimate 9-Ball	THQ	☆☆	22	Harpie's Brother	30523390		
Ultimate Fighting Championship	Crave	☆☆	40	Harpie's Feather Duster	18145066		
Um Jammer Lammy	Sony CEA	☆☆	24	Harpie's Pet Dragon	52040216		
The Unholy War	Eidos	☆☆	14	Hercules Beetle	52584282		
Uprising X	3DO	☆☆	17	Hero of the East	89697208		
Urban Chans	Eidos	☆☆	33	Hikikame	64030175		
Vagant Story	Square EA	☆☆	33	High Tide Gyojin	54579801		
Valkyrie Profile	Enix	☆☆	36	Hinomata	46330346		
Vampire Hunter D	Jaleco	☆☆	37	Hinomata Soul	96053799		
Vanark	Jaleco	☆☆	32	Hinomata Soul	96053799		
Vanark Hearts II	Konami	☆☆	37	Hiro's Shadow Scout	81836068		
Vanguard Bandits	Working Designs	☆☆	33	Hittedchack	46718866		
Vanishing Point	Acclaim	☆☆	44	Hittosmo Giant	76184692		
Vegas Games 2000	3DO	☆☆	27	Holograph	10559508		
V.I.P.	Ubi Soft	☆☆	51	Horn Imp	69669405		
Vigilante II	Activision	☆☆☆☆	10	Horn of Light	38552107		
Vigilante 3: Second Offense	Activision	☆☆	29	Horn of the Unicorn	64042146		
Virtua Kasparov	Thus	☆☆	49	Houshingen	47629977		
Virtua Baseball '99	Interplay	☆☆	11	Houshingen of Courage	43530283		
VR Sports Powerboat Racing	Interplay	☆☆	10	Houshingen of Love	08036365		
Walt Disney World Quest Magical Racing Tour	Eidos	☆☆	33	House of Adhesive	15087728		
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	☆☆	41	Hungry Burger	30243436		
War Jex	3DO	☆☆	48	Hunter Ghoal	95261975		
WarGames: DelCon 1	MGM Interactive	☆☆	12	Hunter Ghoal	80044580		
WarGames: Illusionic Park	Electronic Arts	☆☆	27	Hurricane	15042375		
Warriors of Might and Magic	Eidos	☆☆	41	Hyo	38083766		
Warzone 2100	3DO	☆☆	22	Hyo	38083766		
WCW Backstage Assault	EA Games	☆☆	40	Hyo	62397231		
WCW Mayhem	Electronic Arts	☆☆	26	Hyo	62397231		
WCW Nitro	THQ	☆☆	31	Hyo	62397231		
WCW/NWo Thunder	THQ	☆☆	31	Hyo	62397231		
The Weakest Link	Activision	☆☆☆☆	51	Hyo	62397231		
Wheel of Fortune	Hasbro	☆☆☆☆	17	Hyo	62397231		
Wheel of Fortune 2	Hasbro	☆☆	39	Hyo	62397231		
Winnie the Pooh: Kindergarten	Bam	n/a	n/a	Hyo	62397231		
Winnie the Pooh: Preschool	Bam	n/a	n/a	Hyo	62397231		
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	☆☆	35	Hyo	62397231		
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	☆☆	35	Hyo	62397231		
Wild 9	Interplay	☆☆	15	Hyo	62397231		
Wild Arms 2	Sony CEA	☆☆	33	Hyo	62397231		
The Wild Thornberrys: Animal Adventure	Mattel	☆☆	41	Hyo	62397231		
WipeOut 3	Psygnosis	☆☆	26	Hyo	62397231		
Woody Woodpecker Racing	Konami	☆☆	40	Hyo	62397231		
World Cup 98	EA Sports	☆☆	10	Hyo	62397231		
World Destruction League: Thunder Tanks	3DO	☆☆	39	Hyo	62397231		
World's Not Enough	Electronic Arts	☆☆	40	Hyo	62397231		
World's Scariest Police Chases	Activision	☆☆	47	Hyo	62397231		
Worms Armageddon	Hasbro	☆☆☆☆	27	Hyo	62397231		

READER REVIEWS

From rappin' rasslers to Sam Fisher

We want your reviews of the best and worst games, so write a review and send it to gonn@ziffdavis.com. We can't publish them all, so keep it short, be witty, and remember that not every game deserves a five-star rating just because you like it!

DEF JAM: VENDETTA

What you said: "This game is just plain beat-down-the-other-guy fun. There is a well balanced set of moves for each character, and even the non-Def Jam fighters have a well-defined flavor. But for a game that prides itself on its musical elements, it has fewer than 20 songs...and you can't even get lyrical versions while you're in a brawl!"

Since the game's best feature is multiplayer, I wish I could see the attributes of the fighters at the

Gear Solid 2 was not a great game, definitely not worthy of five stars—I was disappointed. But anyway, back to my praise of *Splinter Cell*. Did I mention the graphics? Great level design? Action? Stealth? Lighting effects? Tell me when to stop, because I could keep going. Your Score ☆☆☆☆

Ben Bouchie
skunkmans7@yahoo.com

What we said: "None of the bad guys in *Splinter Cell* have the charisma

"If you're sick of wrestling games with sweaty men in tights, try the one with guys in Phat Farm clothing."

Character Selection screen, so I could play against my little sister and not lose so badly.

If you're sick of wrestling games with sweaty men in tights (WWF), try the one with the guys in the jerseys and Phat Farm clothing."

Scott Sullivan
sullivan907@hotmail.com

What we said: "Three parts brawler, one part hip-hop video, *Vendetta* is clearly PS2's best wrestler." Your Score ☆☆☆☆

SPLINTER CELL

What you said: "Finally, a stealth-action game to give *Metal Gear Solid 2* a run for its money. Many Xbox owners said 'no way your puny PS2 can pump out these visuals!' They were wrong! The level of detail is incredible. There are so many different ways to tackle missions and tons of gadgets to complete them with. This game is a must-have. Buy this!"

Your Score ☆☆☆☆

of any *Metal Gear* characters. Our Score ☆☆☆☆

DARK CLOUD 2
What you said: "I can't help but notice several obnoxious flaws. First, the game is full of cheap deaths. And at times, the camera acts as if it's being controlled by a man whose face is slowly being eaten by yellow-jackets. The geoma system here is worse than in the first game, with a clumsy menu setup. Despite this, it's as enjoyable as the original. With 100 hours of gameplay time, it's a must-own—but it's not as good as *Xenosaga*." Your Score ☆☆☆☆

Brandon Hopkins
bhopkin@brownell.edu

What we said: "Dark Cloud 2 has more than enough absurdly addictive elements to keep you busy." Your Score ☆☆☆☆

SHOX

What you said: "The \$100 Logitech wheel is a great accessory, and no other game uses it better than *Shox*. It looks great, and with the wheel it plays better than it looks. I don't care about *Colin McRae* or *Paris-Dakar Rally*, but this game is carrying me into rally bliss." Your Score ☆☆☆☆

2006174@gaggle.net

What we said: "If you're expecting a racing game with the full-on Big treatment, you'll be disappointed. Our Score ☆☆☆☆

P.S.

Those were some
whack licenses
back in the day

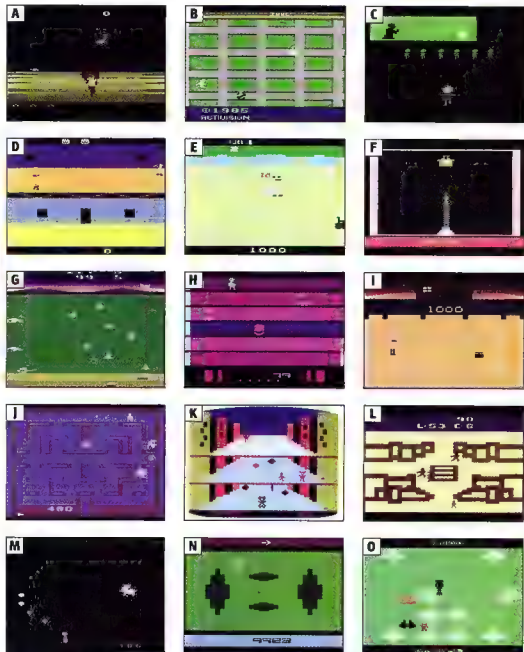


FINGER WEIGHTS!
Don't stop the workout just because
you're gaming! Boy, is this a dumb idea.

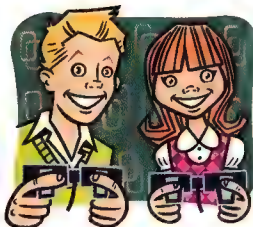
MIX & MATCH

Licensed games based on monster franchises aren't a new thing

So you think videogame licenses are a new thing? Not a chance. Since the early days of console gaming, publishers have believed recognizable names were connected to dollar signs. These games usually sucked. Here are screens from and titles of 15 licensed Atari 2600 games (some of which, like *The Incredible Hulk*, were never even released!). Can you pair them up properly?



ANSWERS: 1. J, 2. H, 3. M, 4. N, 5. B, 6. I, 7. K, 8. A, 9. G, 10. L, 11. I, 12. J, 13. C, 14. O, 15. F



P.S.A.T.

(PlayStation Aptitude Test)

- Which game in this month's Reviews section features a "Smash Count"?
a. Chaos Legion
b. The Hulk
c. Mobile Armor
d. Chessmaster
- Which of these names is not associated with *Wakeboarding Unleashed*?
a. Kobe Mikacchi
b. Dallas Friday
c. Parks Bonifay
d. Edgar Humpley
- What was the original name for *Drakengard*?
a. Panzer Dragoon
b. Drag-on Dragoon
c. Dragon Drag-oon
d. Jade Cocoon
- Which of the following is not an actual weapon seen in this month's *Syphon Filter: The Omega Strain* video?
a. Calico 960
b. China 56
c. Omega 3
d. SDCOM Pistol

- Which of these is an actual PS1 game and has nothing to do with Bruce Banner's alter ego?
a. WWF Hulkmania
b. Space Hulk
c. Green and Gray
d. Hulka Hulka Burnin' Love

HULKSTER

Real American Hero
Did this steroid-monster have a PS1 game based on him?



photo from Reuters



www.penny-arcade.com

I always bring games when I visit my neices.

You're the "Pon" uncle.

Exactly.

So last time I went down, I break out the Activision Anthology. Forty-five rad Atari games!

My niece says to me, "What's Atari?" She actually said that. "What is Atari?"

Damn. Hey, let's go watch that new Jet Li movie. I hear he kicks a guy.

No, no... I think I'll just ride my Rascal down to the park and yell at the kids.

BEEP

DEMOS: Mister Mosquito, Aggressive Inline, Knockout Kings 2002, Tiger Woods PGA Tour 2002, Fireblade, Star Wars Jedi Starfighter
VIDEOS: Mark of Kri, Woody Woodpecker, Grinch: The Musical

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Castlevania

EGM returns from Konami's crypts to open a casket full of exclusive *Castlevania* coverage, with never-before-seen screens, inside interviews, and hands-on experience. Also: EGM grabs aisle seats for *The Incredible Hulk* and *Return of the King*. Find out how Hollywood's been cooperating with game developers.

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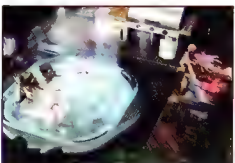


More Hulk SMASH!

Didn't get enough SMASH!! in *OPM*? Turn to *GameNow* for Hulk coverage for every system. They've even got a full SMASHing walkthrough of the games. Also: strategies for *Ape Escape 2*, *Golden Sun: The Lost Age*, and *Warcraft III: The Frozen Throne*. SMASH SMASH SMASH!!!

**COMPUTER
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Sims II

Guess what? Now you can make babies! Check out CGW for the ultra-exclusive first look at the next generation of *Sims*. Also: 21 reviews, including *Shadowbane* and *Vietcong*. And don't miss the killer previews, featuring *Tron 2.0*, *Hidden & Dangerous 2*, and *Breed*. Plus, the worst game in 20 years!

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THE ESRB VIDEO & COMPUTER GAME RATINGS

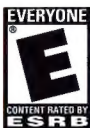
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www.esrb.org.



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Titles rated "Early Childhood (EC)" have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.



EVERYONE

Titles rated "Everyone (E)" have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.



TEEN

Titles rated "Teen (T)" have content that may be suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.



MATURE

Titles rated "Mature (M)" have content that may be suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.



ADULTS ONLY

Titles rated "Adults Only (AO)" have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.



RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

This message is brought to you by the Editors of:

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Pink Monkey

Most Likely to Be a Pop Star



El Toro

Most Likely to Grab the Bull by the Horns



Harley Q. Win

Most Likely to Annoy the King



Billy

Most Likely to Get a Speeding Ticket



Monko Polo

Most Likely to Find a Legendary Banana



Natalie

Most Likely to Lose Her Wits



Marshall

Most Likely to Punch the Ref



Larry

Most Likely to Step in Monkey Poo



Mr. White

Most Likely to Be an Evil Scientist



Balboa

Most Likely to Live in a Meat Locker



Norman

Most Likely to Drive a Humvee



Specter

Most Likely to Take Over the World



Catching Madness



Leo

Most Likely to Catch a Fever



Stephenson

Most Likely to Walk the Plank



Jimmy

Most Likely to Save the World



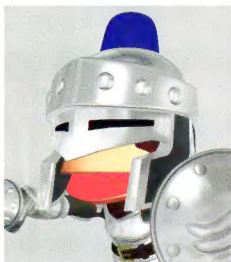
George

Most Likely to Be Inquisitive



Buzz

Most Likely to Be Lost in Space



Arthur

Most Likely to Get Pierced



Parka

Most Likely to Chill



Punto

Most Likely to Sink the Gondola



Cleo

Most Likely to Walk Like an Egyptian



Yellow Monkey

Most Likely to Be a Pro Wrestler



Libby

Most Likely to Swim to Ellis Island



Spud

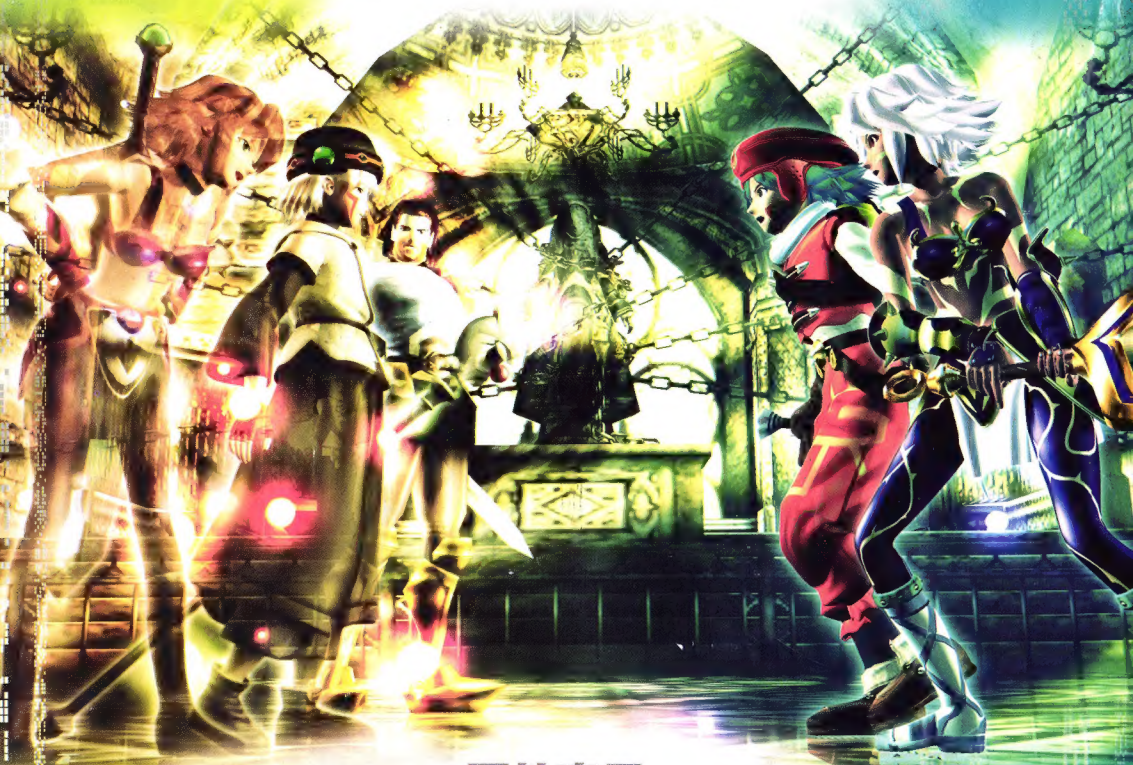
Most Likely to Be a Hypnotist

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